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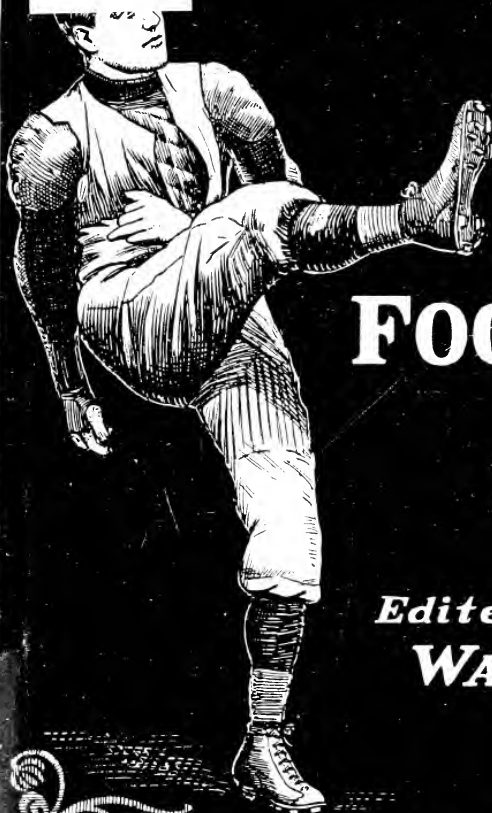
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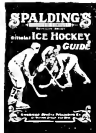


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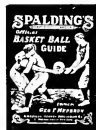
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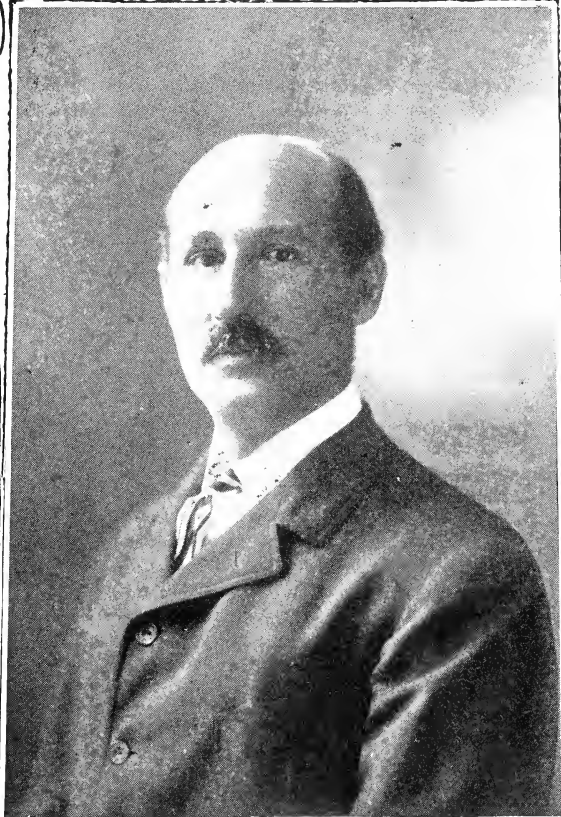
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Group II No. 315

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A Primer on the Modern College Game
With Tactics Brought Down to Date

EDITED BY
WALTER CAMP

New Edition—Revised for 1908

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CONTENTS.

All-America Foot Ball Team of 1907	5
All-America Foot Ball Teams from 1889 to 1907	13
Changes in Rules for 1908	15
Interpreting the Rules	17
An Introductory Chapter for Beginners	19
How to Play Foot Ball	25
The Forward Pass and On-side Kick	32
How to Play Quarter-back	41
Play of the Backs	50
Signals	64
Training for Foot Ball	88
What a Foot Ball Player Needs	92

All-America Foot Ball Team

AND

REVIEW OF SEASON OF 1907

BY

WALTER CAMP

(From Collier's Weekly. Copyright, 1907, by P. F. Collier & Son.)

First Eleven

End—Dague, Annapolis
Tackle—Draper, Penn.
Guard—Ziegler, Penn.
Center—Schulz, Michigan
Guard—Erwin, West Point
Tackle—Biglow, Yale
End—Alcott, Yale
Quarter—Jones, Yale
Half—Wendell, Harvard
Half—Harlan, Princeton
Full—McCormick, Princeton

Second Eleven

Exendine, Carlisle
Horr, Syracuse
Rich, Dartmouth
Grant, Harvard
Thompson, Cornell
O'Rourke, Cornell
Scarlett, Pennsylvania
Dillon, Princeton
Marks, Dartmouth
Hollenback, Pennsylvania
Coy, Yale

Third Eleven

Wister, Princeton
Lang, Dartmouth
Goebel, Yale
Phillips, Princeton
Krider, Swarthmore
Weeks, West Point
McDonald, Harvard
Steffen, Chicago
Capron, Minnesota
Hauser, Carlisle
Douglas, Annapolis

In looking back over the teams selected since, in 1889, I named the first All-America eleven, it is impossible not to feel a sentimental pleasure in adding another list to a roll that has contained names of so many chivalrous, skillful, and plucky players.

This team of 1907 would furnish a first eleven equipped to play the necessarily varied forms of attack and defense essential to victory under the present rules. First, as to attack by, and defense to, that most important feature, the forward pass. Jones is *par excellence* the most skillful man in any back field to-day in executing not one kind of forward pass, but both kinds, namely, the short one and the long one. He can, moreover, throw equally well the spiral and the "end-over-end" that stays so long in the air, and, executed from



Alcott (Yale), End

about forty yards away from the goal line, sends chills down the backs of the defense. In Alcott he has the best man to take either kind of pass, while in Dague he has a man who can be absolutely relied upon to get the ball if touched by some other man. Jones himself would play the midway position on defense from which he not only did his remarkable running back, but also spoiled the forward passes of opponents.

Next as to on-side kicking. In this we have ~~man~~ of Princeton, admittedly the most successful performer of the year of this kind of kick. With it he put his opponents in serious difficulties and proved that it was far more valuable to his team than any of the longer distance kicks of the other teams. Thus for the two special features of the new game we

have chosen four men, each easily the leader of his class in some particular part of the work.

Next as to ordinary attack and defense. In McCormick we have the strongest simple line buckler when we consider that such a man must not only be able to carry the ball himself, but be equally competent to carry another man, this other man having the ball. In that way line bucking becomes valuable because of the deception as to the man in possession of the ball, as well as the point where the play strikes. In McCormick and Harlan the combination is complete, while for the wider runs we have Wendell, who made the best record in this respect and is at the same time good on pushing and on defense. With McCormick and Wendell backing up a line the power of the secondary defense would be ideal. Then for kicking Harlan would furnish punts, drops, and on-side kicks, with McCormick as an occasional alternate just enough to deceive opponents. Draper gives us the best combination of offense and defense as tackle, as he can carry the ball well and also make openings (Horr of Syracuse is the only man to match him in running with the ball), while Biglow adds that greatest of essentials to a line to-day, namely, a tackle so fast and so tireless as to share the ends' work



Ziegler (U. of P.),
Guard



Biglow (Yale),
Tackle

down the field, while having weight and power enough to fully complete the tackle's duty. In Ziegler and Erwin flanking Schulz we have an ideal centre trio, one of them, Erwin, acknowledged by all to be the quickest and most active of the season's guards, with a record of spoiling many an opponent's play, and yet not leaving his place uncovered. In Schulz there is the steady experience and accurate passing so essential, combined with wonderful speed and tremendous power. Finally, Ziegler completes the trio with strength, steadiness, and ability to last out any amount of hammering attack, as instanced in the Pennsylvania-Cornell game, both in 1906 and 1907.

I have endeavored to complete the second and third elevens in similar fashion just as I would if coach of the team, combining elevens that should be fairly complete in themselves and at the same time furnish second-string men for all my positions—men who could work into the general scheme.

Dague of Annapolis was the best man on the gridiron at securing a loose ball, and such a quality is exceptionally valuable in the chances that are from time to time occurring in the new game. He not only kept his 1906 form but improved under the trying conditions which faced all the ends last season. He was

fast down the field, tackled well, and was ready for emergencies.

Alcott of Yale was the man whose work at a critical moment won the Harvard game in 1906, and whose same handling of forward passes in the Princeton game went far toward a similar result last season. He was admittedly the most certain catcher last year of any forward pass, and for that reason is essential to the team. Heavier than Dague, he had some advantages in working against a tackle on the offense, a point quite effective in Yale's play. A good interferer, he put his man out of the way without the slightest tendency to the use of hands or arms.

Scarlett of Pennsylvania made himself, or rather, thanks to good coaching, was developed into a player from what did not seem to be a good natural start, and it is all the more creditable. Very fast getting down the field, he tackled clean and strong, was good at blocking and interfering, and watched the ball well. His work on the rather greasy field at the time of the Cornell game was first-class.

Exendine of the Indians was fast and clever, and in almost all his games was well down under the ball in tackling so as to prevent runs back.

Dillon of Princeton cut loose from him two or three times, and, on one occasion, seriously. But otherwise the Indian end's slate was clean. He was good at recovering the ball and quick to box, and in this as well as blocking off aided greatly the runs around the end.

McDonald of Harvard improved toward the end with marked rapidity, and in his Yale game was as good as any end on the field. Harvard did not give him an opportunity to shine as a catcher of forward passes, but his defensive work was very strong and his tackling good.

Wister of Princeton, while apparently somewhat below his form of 1906, was still a first-class man, and, with the exception of a part of the two games, when his physical condition seemed not of the best, he played a strong all-round game.

Other men worthy of notice are: H. Jones of Yale, Blake of Vanderbilt, Hammond of Michigan, Starr of Harvard, Pryor of Brown, Rowlands of Swarthmore, Brown of Princeton, Rogers of Wisconsin, Maddox of Virginia, Hewitt of Chicago, Trontman of Lehigh, Moores of Oregon.

Draper of Pennsylvania more than answered hopes in both of his big games, namely, that against Michigan and the one against Cornell. He was extremely fast in getting down the field, and his tackling was good. Apart from the fact that he could also carry the ball on the offense, his defensive work and his making openings were alone strong enough to rank him.



Schulz (Michigan),
Centre



Erwin (West Point),
Guard

Biglow of Yale was the fastest tackle on the gridiron last year, and, while playing, as he did, next to a green guard he did not cut loose as fully as he would with a veteran next him, he put up his usual absolutely reliable and certain game. He was frequently down before his ends on kicks, and took chances at flying tackles accordingly. His work on the offense was clean and sure.

Horr of Syracuse had much play thrown upon him; in fact, too much; but he again demonstrated his remarkable qualities in the position. He is one of the most powerful men on the gridiron both in attack and defense, knows the game thoroughly, and is a glutton for work.

O'Rourke of Cornell seemed almost the only man, with the exception of Thompson, on the Cornell team who did not go to pieces against Pennsylvania. He was roaming around doing more than his own work, and doing it well, and proved himself a man of quality.

Weeks of the Army was also a good barrier and bulwark at the time of disaster, and in the Navy game, when things seemed to be crumbling around him, he worked all the harder.



Dague (Annapolis),
End

Lang of Dartmouth was a very active and powerful player, whose work was one of the features of a strong and aggressive line, a characteristic of the Dartmouth general play.

Northerft of the Navy showed his ability at the tackle position in almost as marked form as in 1906, and put up a strong game. Foster of Yale was one of the best defensive tackles of the year.

Sherill of Vanderbilt, Stone of Sewanee, Booth of Princeton, Bankhart of Dartmouth, Lubo of the Indians, E. J. Donnelly, captain of the Trinity team, Rheinschild of Michigan, Hazard of Brown, Case of Minnesota, and Dimmick of Whitman are all good men.

Ziegler of Pennsylvania is experienced, worked harder last year than ever before, and took great advantage of his coaching. He has upon other occasions come to the front when necessary, but his general form last year, both in offense and defense, was cleaner cut, and that, too, in a game where the guard's work is even more important than in the old days.

Erwin of West Point played all through the season an extremely accurate and aggressive game. It is the kind of game that takes some backing up from the tackle and the centre, but, properly protected, as it would be on this All-America team, it is good for the place.



Draper (U. of P.),
Tackle

Thompson of Cornell put up a first-class game for the majority of the season, but was a shade under his 1906 form, especially in his final game. He is big enough and powerful enough with his natural advantages to stand where he did in 1906—at the top—but in the Penn game he had his hands full.

Rich of Dartmouth was another man whose play, while not showy, was very effective, as was exhibited in his games last season, particularly in the Harvard contest. He was quick and cool, kept his wits about him, and was ever ready to break through on the defense and spoil a kick, while on the offense he assisted his runner very materially.

Goebel of Yale is of a similar type, though less active in blocking kicks, and both these men put up reliable games.

Krider of Swarthmore was a power both on attack and defense, and those who faced him realized this, as did every man on his own team.

Brides of Yale would have been a sure choice for an All-America guard last year had the game Yale mapped out left him in his original place in the line. Burr of Harvard by his shift to tackle was another man who suffered in his rating.

Van Hook of Illinois also deserves mention as a very powerful guard, as do also Wright and Meyer of the Navy, Messmer of Wisconsin, Beebe of North Carolina, Hodgson of Virginia Polytechnic, and Parker of Harvard.

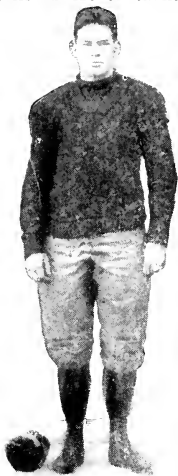
Schulz of Michigan was the best centre of the year. Not more active than Grant, nor steadier than Phillips, nor a better open-field tackler than Congdon, he had all the advantages of all these men, together with experience, and he turned them all to account. He is well over six feet in height, and yet a fast, powerful man who gets well over the field and makes more tackles in a game than any other man on his team. In addition he is an accurate passer and feeds the ball well to his backs either for kicks or runs.

Grant of Harvard played a plucky game of tremendous activity from the time he was put in to the very end. His passing was good and his eye for the ball keen. He was tireless and impressed one as a man who felt responsible for more than the mere routine duties of the position.

Phillips of Princeton showed his experience of 1906 and played one of the steadiest games of the season. He had some difficult passing to do, too, but was not found wanting. His handling of the ball to the back-field men was accurate, and his work in this respect in his Indian game, when the ball had become like a lump of sodden leather,



Jones (Yale),
Quarter-back



Wendell (Harvard),
Half-back

was as good an exhibition of reliable work as seen on any gridiron last season.

Congdon of Yale was another type of the active, aggressive centre who was particularly strong in defensive work and whose passing was reliable. He might have had the place had he been able to play in the Harvard game. In finishing out the Princeton game on an ankle sprained in the first half and still keeping up his speed there was a fine showing of quiet pluck quite typical of the man who had worked for four years and through all positions to reach his goal on the Varsity. Dunbar, who took Congdon's place in the Harvard game, rose to the occasion and showed a quality and steadiness that would have placed him in a season's work. Slingluff of the Navy pressed them all closely, especially for steadiness and general reliability.

Dwyer of Pennsylvania, Coble of Swarthmore, May of Cornell, and Turner of Western University of Pennsylvania were all good men.

Jones of Yale came to his own as a quarter-back last year and not only ran his team well, but showed, on occasions when necessary and vital, a power of rising to the emergency, and carrying his team with him in deliberate but deadly certainty of attack, a quality that wins games. This was especially true in the use of the forward pass,

a most necessary essential in the rounding out of last year's play. In the Princeton game it was not only his ability to run his team, but his individual deeds which were of great moment. Particularly was that true in his forward pass, and a man who can perform this, either a straight, short, quick pass or a long end over end, as Jones unquestionably showed in his most important contests that he could do, and that under pressure, is an asset that brings victory to his side. In these latter respects he surpasses any one who came up against him in actual contest.

Dillon of Princeton is one of the cleverest quarters that ever handled the ball. Not only does he drive his team well, but he uses his plays with judgment, and he himself is a wonder at catching kicks and running them back. He does not himself enter into the interference or the push as much as some other quarters, and Princeton's plan of play does not give him the kind of forward passing to do as mentioned above in the case of Jones. He acts as though he could perform these duties if they were given him, and I look to see him develop along this line this season.

Steffen of Chicago is an able successor to Eckersall, although not up to that young man's remarkable stand. He is a good man at handling the ball, runs his team well, is a powerful player himself, and can upon occasion, as in-



Harlan (Princeton),
Half-back



McCormick (Princeton),
Full-back

stanced in the Indian game, respond to an extra demand by kicking a field goal from a difficult position.

Mt. Pleasant of the Indians is one of the best quarters of the year, but less rugged in physique than the others mentioned. He is brilliant, and up to the time of the Princeton game had made more out of the team than any of the other quarters, but Dillon proved more successful in that game, and he and Jones lasted out the season better.

Glaze of Dartmouth, Newhall of Harvard, O'Brien of Swarthmore, Green, captain of Tufts, Keinath of Pennsylvania, Lange of the Navy, Stewart of Georgetown, Honaker of Virginia, are all clever players.

Harlan of Princeton proved the most successful kicker of the year. While not punting as far as some, he placed his kicks well and had under excellent control an on-side kick most disagreeable to meet. This was particularly effective in the Indian game. Harlan is also a first-class drop-kicker, most consistently successful in the games, and, added to all this, a good runner with the ball. As a matter of fact, distance, except on a windy day, did not prove as valuable an asset in a kicker for his team as ability to kick on the run, and this was Harlan's forte.

Wendell of Harvard showed himself a strong, heady player, with excellent ground-gaining qualities, especially in end runs on the offense and good diagnosing of plays on the defense and powerful tackling. He was a most important factor on the Harvard team in their final game and did much to make their showing what it was.

Hollenback of Pennsylvania is a tall, powerful, offensive and defensive player, with excellent kicking abilities, sending one of the meanest balls for backs to handle, barring possibly some of Harlan's low kicks across the rush line. Hollenback was consistent ever since the middle of the season and is a good ground-gainer. He places his kicks extremely well and uses his head in all his work.

Marks of Dartmouth put up a strong game all through the season, and is clever at diagnosing plays and follows the ball well. Besides this, he is himself a ground-gainer of marked ability. He has great power, keeps his feet well, and adds the necessary yards, even when surrounded.

Hauser of the Indians, while playing normally the position of full-back, could make his runs equally well from the position of half, and with the proper pair working with him would be even more effective than in his present position. He was probably the most accurate kicker of goals from placement on the gridiron last season, and his end runs, as demonstrated against such ends as Wister and Brown of Princeton, were first-class. He is also able with the forward pass, but was not at his best under adverse conditions of ground and ball.

Capron of Minnesota is a good man and even more remarkable than several of the men already mentioned in point of kicking ability. Minnesota's scoring has been very largely due to this young man.

Brides of Yale has already been mentioned as having sacrificed an All-America position as guard for the benefit of his team at half-back. He is one of the best defensive players, and is also particularly strong in assisting his own runner.

The other men who deserve mention are Bomar, Philbin and Murphy of Yale, Mayhew of Brown, Folwell of Pennsylvania, Lament of Williams, a first-class kicker, McCaillie of Cornell, McCleary of Penn State, Tibbott of Princeton, Chalmers and McCaa of Lafayette, McGoffin of Michigan, and Kirk of Iowa.

McCormick of Princeton, between carrying the ball himself and his carrying the man who had the ball, probably did more ground-gaining for his team than any back on the field last year. Time and again he would come through the middle of the line, and whether he had the ball in his possession or his arms around the man with the ball, there was no stopping him short of eight or ten yards until the line closed

up and determined, no matter what else happened, to make sure of McCormick. He is well built, powerful, and was far stronger last year on offense than in 1906. He is also good at diagnosing plays on the defense and quick to reach the danger spot.

Coy of Yale was one of the brilliant backs of the season, and as soon as he gets a little more experience will make one of the most marked men on the gridiron. He showed by flashes last year an ability not matched by any other player. He runs with tremendous power in the open and went through teams for touchdowns almost without effort. His running from formation with his own men close to him is not yet as well developed as his running in the open, but it will come. He is withal one of the longest kickers on the field to-day and is a good man in the forward pass.

Douglas of the Navy, while not in the best physical condition during the early part of the season, came splendidly toward the end, and in his big game did wonderful work for his team. He is not only a star in advancing the ball, but also in defensive work, and in addition to this his punts were so well placed as to be a source of constant menace to the Army backs.

Beavers of West Point, Walder of Cornell, De Tray of Chicago, Dutcher of Georgetown, and Weller of Nebraska, all deserve mention.

ALL-AMERICA TEAMS FROM 1889 TO 1907.**1889**

Cummock, Harvard.
Cowan, Princeton.
Cranston, Harvard.
George, Princeton.
Heffelfinger, Yale.
Gill, Yale.
Stagg, Yale.
Poe, Princeton.
Lee, Harvard.
Channing, Princeton.
Ames, Princeton.

1890

Hallowell, Harvard.
Newell, Harvard.
Riggs, Princeton.
Cranston, Harvard.
Heffelfinger, Yale.
Rhodes, Yale.
Warren, Princeton.
Dean, Harvard.
Corbett, Harvard.
McClung, Yale.
Homans, Princeton.

1891

Hinkey, Yale.
Winter, Yale.
Heffelfinger, Yale.
Adams, Pennsylvania.
Riggs, Princeton.
Newell, Harvard.
Hartwell, Yale.
King, Princeton.
Lake, Harvard.
McClung, Yale.
Homans, Princeton.

1892

Hinkey, Yale.
Wallis, Yale.
Waters, Harvard.
Lewis, Harvard.
Wheeler, Princeton.
Newell, Harvard.
Hallowell, Harvard.
McCormick, Yale.
Brewer, Harvard.
King, Princeton.
Thayer, Pennsylvania.

1893

Hinkey, Yale.
Lea, Princeton.
Wheeler, Princeton.
Lewis, Harvard.
Hickok, Yale.
Newell, Harvard.
Trenchard, Princeton.
King, Princeton.
Brewer, Harvard.
Morse, Princeton.
Butterworth, Yale.

1894

Hinkey, Yale.
Waters, Harvard.
Wheeler, Princeton.
Stillman, Yale.
Hickok, Yale.
Lea, Princeton.
Gelbert, Pennsylvania.
Adee, Yale.
Knipe, Pennsylvania.
Brooke, Pennsylvania.
Butterworth, Yale.

1895

Cabot, Harvard.
Lea, Princeton.
Wharton, Pennsylvania.
Bull, Pennsylvania.
Riggs, Princeton.
Murphy, Yale.
Gelbert, Pennsylvania.
Wyckoff, Cornell.
Thorne, Yale.
Brewer, Harvard.
Brooke, Pennsylvania.

1896

Cabot, Harvard.
Church, Princeton.
Wharton, Pennsylvania.
Gailey, Princeton.
Woodruff, Pennsylvania.
Murphy, Yale.
Gelbert, Pennsylvania.
Fincke, Yale.
Wrightington, Harvard.
Kelly, Princeton.
Baird, Princeton.

1897

Cochran, Princeton.
Chamberlain, Yale.
Hare, Pennsylvania.
Doucette, Harvard.
Brown, Yale.
Outland, Pennsylvania.
Hall, Yale.
DeSaules, Yale.
Dibblee, Harvard.
Kelly, Princeton.
Minds, Pennsylvania.

1898

Palmer, Princeton.
Hillebrand, Princeton.
Hare, Pennsylvania.
Overfield, Pennsylvania.
Brown, Yale.
Chamberlain, Yale.
Hallowell, Harvard.
Daly, Harvard.
Outland, Pennsylvania.
Dibblee, Harvard.
Hirschberger, Chicago.

1899

Campbell, Harvard.
Hillebrand, Princeton.
Hare, Pennsylvania.
Overfield, Pennsylvania.
Brown, Yale.
Stillman, Yale.
Poe, Princeton.
Daly, Harvard.
Seneca, Indiana.
McCracken, Pennsylvania.
McBride, Yale.

1900

Campbell, Harvard.
Bloomer, Yale.
Brown, Yale.
Olcott, Yale.
Hare, Pennsylvania.
Stillman, Yale.
Hallowell, Harvard.
Fincke, Yale.
Chadwick, Yale.
Morley, Columbia.
Hale, Yale.

1901	1902	1903.
Campbell, Harvard.	Shevlin, Yale.	Henry, Princeton.
Cutts, Harvard.	Hogan, Yale.	Hogan, Yale.
Warner, Cornell.	DeWitt, Princeton.	DeWitt, Princeton.
Holt, Yale.	Holt, Yale.	Hooper, Dartmouth.
Lee, Harvard.	Glass, Yale.	A. Marshall, Harvard.
Bunker, West Point.	Kinney, Yale.	Knowlton, Harvard.
Davis, Princeton.	Bowditch, Harvard.	Rafferty, Yale.
Daly, West Point.	Rockwell, Yale.	Johnson, Carlisle.
Kernan, Harvard.	Chadwick, Yale.	Heston, Michigan.
Weekes, Columbia.	Bunker, West Point.	Kafer, Princeton.
Graydon, Harvard.	Graydon, Harvard.	Smith, Columbia.
1904	1905	1906
Shevlin, Yale.	Shevlin, Yale.	Forbes, Yale.
Cooney, Princeton.	Lamson, Pennsylvania.	Biglow, Yale.
Piekarski, Pennsylvania.	Tripp, Yale.	Burr, Harvard.
Tipton, West Point.	Torrey, Pennsylvania.	Dunn, Penn State.
Kinney, Yale.	Burr, Harvard.	Thompson, Cornell.
Hogan, Yale.	Squires, Harvard.	Cooney, Princeton.
Eckersall, Chicago.	Glaze, Dartmouth.	Wister, Princeton.
Stevenson, Pennsylvania.	Eckersall, Chicago.	Eckersall, Chicago.
Hurley, Harvard.	Roome, Yale.	Mayhew, Brown.
Heston, Michigan.	Hubbard, Amherst.	Knox, Yale.
Smith, Pennsylvania.	McCormick, Princeton.	Veeder, Yale.
1907.		
Dague, Annapolis.		
Draper, Pennsylvania.		
Ziegler, Pennsylvania.		
Schulz, Michigan.		
Erwin, West Point.		
Biglow, Yale.		
Alcott, Yale.		
Jones, Yale.		
Wendell, Harvard.		
Harlan, Princeton.		
McCormick, Princeton.		

Changes in Rules for 1908

Both players and officials should make especial note of the alterations in the rules governing the playing season of 1908.

The most important of these in the actual play is the change in the rule relating to the forward pass. As in the rules of 1907, the penalty upon the first and second downs of an incompleting forward pass is fifteen yards loss. But an indiscriminate use of this pass, that is, an attempt to bring it off without thorough perfection of the play, it was hoped, would be made less common by changing the rule so that only the player who touched it first of the passer's side could recover it. The rule has therefore been changed to provide that when the pass is legally touched only the man of the passer's side who thus first legally touched the ball shall be entitled to recover the ball until it has been touched by an opponent. Furthermore, if a forward pass is thus legally touched, fumbled, and then touched by another player of the passer's side before the ball has touched an opponent, the ball shall go to the opponents at the spot where it was thus first legally touched.

It was also found necessary to define more clearly the rights of the players upon both sides in the case of a forward pass, and limit specifically the amount of interference that could be indulged in by each. This has been done by providing that when the ball is in the air from a forward pass the players of the defensive side, that is, the side which did not make the forward pass, may not use their hands or arms on opponents except to push them out of the way in order to themselves secure the ball. Players of the side which made the forward pass and who are eligible to receive such pass, may use their hands and arms in the same manner as is allowed and provided for in the case of players going down the field under a kick. The players of neither side, however, are permitted to hold or tackle an opponent who has not the ball.

And to complete the definiteness of ruling upon these passes, in case a forward pass is illegally touched outside of these provisions, the ball goes to the opponents at the spot whence the pass was made.

Another change in legislation of importance to officials as well as to players provides that in all cases a penalty may be declined by the offended side. But in case the penalty involves disqualification, the player must leave the field.

The score of a forfeited game is also provided for by a rule declaring the result 1 to 0, thus distinguishing such score from any other possible one.

The intermission has also been increased to fifteen minutes instead of ten minutes, and the teams must be notified by the

official three minutes before the expiration of the fifteen minutes. Then if five minutes have elapsed since the notification, the team that is ready to play places the ball upon their opponent's thirty-yard line and puts it in play by a scrimmage at that point.

In case a ball accidentally strikes an official, the play is to be made over again.

A ball from a kick (except try-at-goal), on forward pass that strikes the goal posts or the goal, ball shall be considered as having crossed the goal line.

In order to secure uniformity the penalty under Rules 24 and 25 for tripping, coaching, or being unlawfully upon the field, has been made to read "Fifteen yards, the point to be gained and the number of the down to remain unchanged."

Batting the ball forward is penalized by loss of ball to offended side, and is placed under the jurisdiction of the Umpire and Field Judge. The Field Judge is also made timekeeper.

Interpreting the Rules

On no point is centered greater attention and upon no issue hangs the real success of foot ball more decidedly than upon that of the interpretation of the Rules.

There are no sports where rules are not necessary, and the keener the interest the more important are the rules. But it is also true, as has been discovered even by Englishmen in their most staid of sports, the game of golf, that rules are subject to misunderstanding and must perforce occasionally require interpretation. In our constantly changing rules of foot ball, then, such interpretation is even more essential, and the efforts along this line in the last three years have done very nearly as much through conscientious officials to clear up some of the evils that menaced the game as have the changes in the rules themselves.

As stated elsewhere in this little volume, any difficulties that may arise when coming from a question of interpretation can usually be satisfactorily cleared up by addressing an inquiry to the publishers of SPALDING'S OFFICIAL FOOT BALL GUIDE, the American Sports Publishing Company, 21 Warren Street, New York. There are, however, several points that may be collected into a chapter of this nature that may serve to save discussion and friction.

It should be remembered and noted by players and officials that the lines marking the boundaries of the field are all practically *outside* the playing surface. That is, the goal is "in goal" and the side line is "in touch" or out of bounds. Hence, a ball placed on the goal line is "in goal," and a ball or a man's foot touching the side lines is out of bounds. It is therefore important that all these lines should be carefully and accurately marked.

The rules further say that the official shall not, in measuring the distance gained, "rotate the ball." This means that the position of the ball when declared dead is that from which the measurement shall be taken. But when that measurement has been taken and the number of the down and distance to be gained declared, the ball must be placed upon the ground for the next scrimmage with its long axis parallel to the side lines once more. In these cases of measurement the officials should assist each other, and as soon as it becomes necessary for a measurement to be taken, one official should hold the ball in exactly the position it occupied when declared dead, while the others attend to the measurement. This is of the greatest importance, as upon such a decision often depends the possession of the ball and perhaps even the chance of a touchdown. It is well to provide a cord with two steel skewers, as this can be very easily used in taking these important measurements. And in speaking of officials, it should be noted that the Rules Committee strongly advises the entire quota.

After measurements on the field the next most important point likely to arise is that connected with fair catches. Officials should note that a man must raise his hand very distinctly up above his head in making the signal for a fair catch. Just putting the arm and hand up a little way will not be—and should not be—regarded as a signal. The object is to insure the protection of the man making the signal, and hence it should be so unmistakable as to leave no room for doubt. A man may make the signal at any time before he catches the ball, but if he waits so long as to rush his time for extending his arm and getting it back in position again in time to make the catch, he should bear in mind that he runs a very considerable risk of not getting his arm and hand up high enough to have the official regard it as a valid signal. Another point to be especially noted is that any man of the side receiving the kick who is in such a position that it is possible for him unmolested to reach the spot where the ball is falling before it strikes the ground, is, by the rules, given the right of way and may not be interfered with or balked by any one of the kicker's side who is off side, even though it may seem unlikely for him to make the catch. In other words, it should be considered that the catcher's side are the ones who of necessity must have their eyes on the ball, and those of the kicker's side, who are running down the field, must actually keep out of the way of any man who has an opportunity of making the catch. If a man, for instance, while not actually running into a man who was coming across or up the field to catch a ball, should stop and so stand as to be in the pathway of the man who was trying to make the catch and should thus check him, he would be guilty of interference with the fair catch.

Touchdowns, and the difference between a touch-back and a safety, have at times given rise to discussion, although of late the distinction has been made quite clear. If a player with the ball in his possession carries it so that it is across the goal line, or he is brought down so that any part of the ball touches or is directly over the goal line, it is a touchdown. A safety touchdown is made in one's own goal by touching the ball down after it has been kicked, passed or carried across the goal line by an impetus coming from the defending side. Whatever the force that sent it across, if that force came from the attacking side, it is a touch-back, only no matter whether the ball has been touched by the defenders in its progress or not. If, however, a defender stops the ball just outside and checks it, and then in fumbling it manages unfortunately to carry or knock it across his own goal line and then touches it down, it would be a safety.

These are the more important points likely to come up, but officials particularly, and players desirably, should study the rules carefully in order to perfect themselves and avoid any possibility of friction.

An Introductory Chapter for Beginners

BY WALTER CAMP.

Those who are taking up the sport for the first time should observe certain rules which will enable them to become adept players with less mistakes than perhaps would otherwise fall to their lot.

A beginner in foot ball should do two things: He should read the rules, and he should, if possible, watch the practice. If the latter be impossible, he and his men must, after having read the rules, start in and, with eleven on a side, play according to their own interpretation of these rules. When differences of opinion arise as to the meaning of any rule, a letter addressed to the publishers of Spalding's Official Foot Ball Guide—the American Sports Publishing Company, 21 Warren Street, New York—will always elicit a ready and satisfactory answer.

The first thing to be done in starting the practice is to provide the accessories of the game, which, in foot ball, are of the simplest kind. The field should be marked out with ordinary lime lines, enclosing a space of 330 feet long and 160 feet wide. While not absolutely necessary, it is customary to mark the field also with transverse lines every five yards, for the benefit of the referee in determining how far the ball is advanced at every down, and also with lines running parallel to the side line and five yards apart, in order to aid the umpire in determining that a forward pass, if made, crosses the line of scrimmage at least five yards out, also whether the quarter-back in making a run follows a certain rule which provides that he must cross the line of scrimmage five yards from the point where the ball was put in play. The same end is accomplished by merely making short marks at right angles on each line. In the middle of the lines forming the ends of the field, the goal posts are erected, and should be eighteen feet six inches apart, with cross-bar ten feet from the ground. The posts should project several feet above the cross bar. The ball used is an oval leather cover containing a rubber inner, which is inflated by means of a small air pump or the lungs. The ball used by the principal teams is the Intercollegiate Match, No. J5, adopted by the Intercollegiate Association, and made by A. G. Spalding & Bros.

The costumes of the players form another very important feature and should be of a proper and serviceable nature. Canvas makes most serviceable jackets for the players, as do also jerseys reinforced with leather. These can be purchased at a small expense from any athletic outfitter. The canvas jacket should fit closely, but not too tightly, and lace up in front, so that it

may be drawn quite snugly. Some have elastic pieces set in at the sides, back of the arms, but these additions are by no means necessary. Jerseys, with leather patches on elbows and shoulders, are also worn.

The trousers should be of some stout material, fustian for example, and well padded. This padding can be done by any seamstress, quilting in soft material over knees and thighs, or the regular athletic outfitters furnish trousers provided with the padding. Long woolen stockings are worn, and not infrequently shin guards by men playing in the forward line.

The most important feature of the entire uniform is the shoe. This may be the ordinary canvas and leather base ball shoe with leather cross-pieces nailed across the sole to prevent slipping. Such is the most inexpensive form, but the best shoes are made entirely of leather, of moderately stout material, fitting the foot firmly, yet comfortably, lacing well up on the ankles, and the soles provided with a small leather spike, which can be renewed when worn down. Inside this shoe, and either attached to the bottom of it or not, as preferred, a thin leather anklet laces tightly over the foot, and is an almost sure preventive of sprained ankles.

Head gears are made to protect the runner and must not be composed of sole leather, papier mache, or any other hard, unyielding substance that might injure another player. (A complete list of a foot ball player's requirements will be found in a subsequent chapter in this book.)

Underneath the canvas jacket any woolen underwear may be put on, most players wearing knit jerseys. As mentioned above, there are several players who can, to advantage, go without the regulation canvas jacket and wear a jersey in its place. These are especially the quarter-back, the center-rush or snap-back. Of recent years backs and linemen tend more than ever to the adoption of the leather-reinforced jersey.

The team of eleven men is usually divided into seven rushers or forwards, who stand in a line facing their seven opponents; a quarter-back, who stands just behind this line; two half-backs, a few yards behind the quarter-back; and finally, a full-back or goal tend, who stands at kicking distance behind the half-backs. This gives the general formation, but is, of course, dependent upon the plays to be executed.

Before commencing practice, a man should be chosen to act as referee, umpire and linesman, for in practice games it is hardly necessary to have more than one official. The two sides then toss up, and the one winning the toss has choice of goal or kick-off. If there be a wind, the winner will naturally and wisely take the goal from which that wind is blowing and allow his opponent

to have the ball. If there be no advantage in the goals he may choose the kick-off, and his opponents in that case take whichever goal they like. The two teams then line up; the holders of the ball placing it upon the exact center of the field, and the opponents being obliged to stand back in their own territory at least ten yards, until the ball has been touched with the foot. Some man of the side having the kick-off must then kick the ball at least ten yards into the opponents' territory. Preferably, therefore, he will send it across the goal line or else as far as he can, and still have his forwards reach the spot in season to prevent too great headway being acquired by the opponents' interference, but he will not kick it across the side line. The opponents then catch it and return it by a kick, or they run with it. If one of them runs with it he may be tackled by the opponents. He may not, however, be tackled below the knees, save by the five middle men of the forward line. As soon as the ball is fairly held; that is, both player and ball brought to a standstill, or the runner with the ball touches the ground with any part of his person, except his hands or feet, while in the grasp of an opponent, the referee blows his whistle and the runner has the ball "down," and someone upon his side, usually the man called the snap-back or center-rush, must place the ball on the ground at that spot for a "scrimmage," as it is termed. The ball is then put in play again, placing it flat on the ground with its long axis parallel to the side line (while the men of each team keep on their own side of the ball, under the penalty of a foul for off-side play, a line parallel to the goal line and passing through the end of the ball nearest the side's own goal line determining the position of the players of each side) by the snap-back's kicking the ball or snapping it back, either with his foot, or more commonly with his hands, to a player of his own side just behind him, who is called the quarter-back. The ball is in play, and both sides may press forward as soon as the ball is put in motion by the snap-back. Naturally, however, as the quarter-back usually passes it still further behind him to a half-back, or back, to kick or run with, it is the opposing side which is most anxious to push forward, while the side having the ball endeavor by all lawful means to retard that advance until their runner or kicker has had time to execute his play. It is this antagonism of desire on the part of both sides that has given rise to the special legislation regarding the use of the hands, body and arms of the contestants—and beginners must carefully note the distinction. As soon as the snap-back has sent the ball behind him, he has really placed all the men in his own line off-side; that is, between the ball and the opponents' goal, and they, therefore, can theoretically, occupy only the position in which they stand, while the opponents

have the legal right to run past them as quickly as possible. For this reason, and bearing in mind that the men "on side" have the best claim to right of way, it has been enacted that the side having possession of the ball may not use their hands or arms, but only their bodies, when thus off-side, to obstruct or interrupt their adversaries, while the side running through in the endeavor to stop the runner, or secure possession of the ball, may use their hands and arms to make passage for themselves. The game thus progresses in a series of downs, followed by runs or kicks, as the case may be, the only limitation being that of a rule designed to prevent one side continuously keeping possession of the ball without any material advance or retreat, which would be manifestly unfair to the opponents. This rule provides that in three "downs" or attempts to advance the ball, a side not having made ten yards toward the opponents' goal must surrender possession of the ball. As a matter of fact, it is seldom that a team actually surrenders the ball in this way, because, after two attempts, if the prospects of completing the ten-yards gain appear small, it is so manifestly politic to kick the ball as far as possible down the field, that such a method is more likely to be adopted than to make a last attempt by a run and give the enemy possession almost on the spot. In such an exigency, if a kick be made, the rules provide that it must be such a kick as to give the opponents fair and equal chance to gain possession of the ball and must go beyond the line of scrimmage unless stopped by an opponent. A player may also, under certain restrictions, carefully stated in the rules, make what is known as a forward pass, that is, throw the ball forward to another player of his own side. Still again, there is an exception to rules of "on-side" in that a ball kicked from behind the line of scrimmage when it strikes the ground puts the players of the kicker's side "on-side" even though at the time of the kick they were ahead of the ball. There is one other element entering into this progress of the game, and that is the fair catch. This can be made from a kick by the opponents, provided the catcher indicates his intention by raising his hand in the air, takes the ball on the fly, and no other of his own side touches it. This entitles him to a free kick; that is, his opponents cannot come within ten yards of the spot where he made the catch, while he (and his side) may retire such distance toward his own goal as he sees fit, and then make a punt or a drop, or give the ball to some one of his own side to place the ball for a place kick. Here again, as at kick-off, when taking the free kick, he must make an actual kick of at least ten yards, unless the ball is stopped by the opponents. His own men must be behind the ball when he kicks it, or be adjudged off-side.

Whenever the ball goes across the side boundary line of the field, it is said to go "into touch," or out of bounds, and it must be at once brought back to the point where it crossed the line, and then put in play by some member of the side which carried it out, or first secured possession of it after it went out. The method of putting it in play is to take it to the spot where it crossed the line and then carry it at right angles into the field at least five and not more than fifteen yards, and make an ordinary scrimmage of it, the same as after a down. The player who intends walking with it must, before stepping into the field, declare how many paces he will walk in, in order that the opponents may know where the ball will be put in play. We will suppose that the ball by a succession of these plays, runs, kicks, forward pass, downs, fair catches, etc., has advanced toward one or the other of the goals, until it is within kicking distance of the goal posts. The question will now arise in the mind of the captain of the attacking side as to whether his best plan of operation will be to try a drop-kick at the goal, or to continue the running attempts, in the hope of carrying the ball across the goal line, for this latter play will count his side a touchdown, and entitle them to a try-at-goal.

In deciding, therefore, whether to try a drop-kick, or continue the running attempts, he should reflect upon the value of the scores. The touchdown itself will count 5 points, even if he afterward fail to convert it into a goal, by sending the ball over the bar and between the posts, while, if he succeed in converting it, the touchdown and goal together count 6 points. A drop-kick, if successful, counts 4 points, but is, of course, even if attempted, by no means sure of resulting successfully. He must, therefore, carefully consider all the issues at this point, and it is the handling of those problems that shows his quality as a captain. If he elects to continue his running attempts, and eventually carries the ball across the line, he secures a touchdown at the spot where the ball is finally held, after being carried over, and any player of his side may then bring it out, and when he reaches a suitable distance, place the ball for one of his side to kick, the opponents, meantime, standing behind their goal line. In placing the ball it is held in the hands of the placer, close to, but not touching the ground, and then carefully aimed until the direction is proper; the kicker himself may aim it, touching it with his hands, provided the ball does not touch the ground. Then, at a signal from the kicker that it is right, it is placed upon the ground, still steadied by the hand or finger of the placer, and instantly kicked by the place kicker. The reason for this keeping it off the ground until the last instant is that the opponents can charge forward as soon as the ball

touches the ground, and hence would surely stop the kick if much time intervened. If the ball goes over the goal, it scores as above indicated, and the opponents then take it to the middle of the field for kick-off again, the same as at the commencement of the match. The opponents have the privilege either of taking the kick-off themselves or of having the side which scored kick-off. The ball is also taken to the center of the field if the goal be missed after a touchdown, although formerly the opponents could then bring it out only to the twenty-five-yard line.

There is one other issue to be considered at this point, and that is, if the ball be in possession of the defenders of the goal, or if it fall into their hands when thus close to their own goal. Of course, they will naturally endeavor, by running or kicking, to, if possible, free themselves from the unpleasant situation that menaces them. Sometimes, however, this becomes impossible, and there is a provision in the rules which gives them an opportunity of relief, at a sacrifice, it is true, but scoring less against them than if their opponents should regain possession of the ball and make a touchdown or a goal. A player may at any time kick, pass or carry the ball across his own goal line, and there touch it down for safety. This, while it scores two points for his opponents, gives his side the privilege of bringing the ball out to the twenty-five-yard line, and then taking a kick-out, performed like kick-off or any other free kick, but it can be a drop-kick, a place-kick or a punt.

The succession of plays continues for thirty-five minutes in a regular match. Then intervenes a fifteen-minute intermission, after which the side which did not have the kick-off at the commencement of the match has possession of the ball for the kick-off for a second thirty-five minutes. The result of the match is determined by the number of points scored during the two halves, a goal from a touchdown yielding 6 points, one from the field—that is, without the aid of a touchdown—4 points; a touchdown from which no goal is kicked giving 5 points, and a safety counting 2 points for the opponents. In practice it is usual to have the two periods of play considerably shorter than thirty-five minutes, generally not over twenty or twenty-five.

How to Play Foot Ball

BY WALTER CAMP.

I wish to preface the brief remarks which I take occasion to make in this chapter regarding special plays in foot ball with the statement that they are not intended to cover the first principles of the individual positions in the game. In another book I have dwelt upon these at length, and have there defined with as great accuracy as I could the principal duties assignable to the occupant of each position on the team. In addition to this, I have there given the main features of team play. It is worth while to mention this at the outset, because a team can make no greater mistake than by taking up what are known as "trick" plays, or, in fact, any of the ordinary team plays in the present modern game, before the individuals of that team have become thoroughly perfected in the practical rudiments of the game, and perform almost by instinct the ordinary duties of their positions. This education in fundamentals has grown even more important in the last two years, for a team may no longer rely upon compactness of formation and the power of weight and concentration, because it is impossible by means of such plays to gain ten yards in three downs. Hence education in individual perfection becomes more of a necessity than ever. A team which undertakes to make strategic plays before mastering these primary points will always find itself working at a tremendous disadvantage, and the waste of power will be almost incalculable. Perhaps I could not put it more plainly than to say that the tendency is altogether too much toward what is known as "git thar" principles in all of our lines of sport to-day. A crew endeavors to row in a shell before learning the principles of the stroke; our boxers are apt to go in for the swinging, knock-out blow at the sacrifice of the more old-fashioned, but better form, sparring; but in none of these forms is it more evident than in the one under discussion, namely, foot ball. It is not at all uncommon to see a team playing intricate criss-crosses, double and forward passes and concealed ball plays, whose men are still tackling high, and whose half-backs kick a punt from low down on the toe. To every reader of this book then, I say with the heartiest good will, master the rudiments first if you wish to make yourself valuable to any team; master them thoroughly if you wish to see your team win when it comes to important matches. These special plays which follow are plays which captains and coaches can work out to an almost infinite number of variations, but it will be the individual players on the team who will, in the end, determine whether the use of these plays will turn out successfully.

Under the present rules, whenever a free kick is attempted, it must be an actual kick of not less than ten yards into the opponent's territory. The introduction of this rule caused all the flying wedge opening plays of some years ago, as well as formed wedges from fair catches and kick-outs to disappear. The captain now has to perform the principal part of his strategic play, outside of the kick, from ordinary downs, instead of from what have been called "free kicks," but what have been really "free wedges." Furthermore, the more recent changes in the rules make one of the prime essentials of a good team proficiency in running, forward passing and quick kicking from regular formations.

I, therefore, begin with running in the line. By this I mean running, from his position in the line, by any one of the seven men forming the forward line in the team. Some years ago there was a great deal of guard running, and in a good many books published recently on the game, the guard is spoken of as by all odds the most available man in the line for running with the ball. That is true to this extent. The guard occupies a good position for short and, perhaps, unexpected runs, but with the modern game the guard is such a feature in the defensive work that it has become a good deal of a question whether he ought to be given much running to do on his own account, and especially as he must now, from his position in the line. He can no longer be taken back into what is known as the guard-back formation. But if the reader will bear this in mind, and so not make use of his guard except to such an extent as shall still preserve the guard for his ordinary work, one can say that he has in these guards two available men in the line. The most natural run for the guard or tackle is between the tackle and guard on the other side of the line from which he stands. In the performance of this run by the tackle, the principal feature is to disguise the fact that the tackle is about to start, and his getting a quick and free start, not followed, or followed at a considerable distance only by his vis-a-vis. In order to do this he must form the habit of holding himself in the same position when he is not going to make this run that he occupies when he is going to undertake it, for any difference will indicate to his opponent what the play is to be. But, breaking away, he runs closely behind the quarter-back, taking the ball on the fly as he passes, and making a short and sharp dash in between his own guard and tackle, or preferably just about over the tackle's position, who, with the assistance of the half and full-back, one usually preceding and the other following, break through with him, his own quarter-back and end protecting him from behind, also closing in upon him as he goes through. A tackle can also be run in a similar fashion between the tackle and end, guard

and center, or even entirely around the end, but this latter play is of no great value except with particularly fast tackles, and more than that, it uses up the tackle's wind a good deal more than when he goes through the line, because the interference is likely to stand out pretty well toward the edge of the field, and the tackle will run his full distance and not be able to get through the end after all, thus having taken a considerable dash and under high speed and with no good result, but merely the loss of a down. In defining the tackle's running, I have also defined the running of the guard where he goes around behind the quarter in a similar fashion. These plays are strong where the guard is a big man and a hard runner with good legs. A fat man is useless in such a case. The University of Pennsylvania performed some very excellent work in dropping guards back as interferers, and also in giving the guards themselves the ball occasionally. The ends may be used exactly as the guards or tackles in running, or they may be dropped back of the line into practically the half-back positions, and transferring positions and alternating with the half-back taking the ball.

One of the most effective plays ever worked was that in which the end-rusher was dropped back of the line and sent in between the tackle and guard repeatedly, on his own side, the ball being passed to him quite a little distance from the quarter; then suddenly the same play was made, and the ball was passed directly over the head of this end-rusher to the half-back, who had crept out beyond, and who thus took the ball in a free field and made a free, long run. This was repeated again in the same game, showing that the play itself was good even to be used more than once. The above plays are also assisted by special formation, the players taking positions on signals.

Other runs which are possible by the line men are, of course, criss-cross and double passes. One example of these criss-crosses will illustrate sufficiently to enable a captain or coach to carry out a great variety of them, using every man in his line if he wishes.

For instance, the tackle and half-back criss-cross. As in the instance I described of the ordinary tackle run, the tackle—say the left tackle—suddenly shakes himself free from his opponent and dashes straight at the quarter, a few feet behind him, of course; the quarter passes him the ball as he reaches him, exactly as though the left tackle were then going around between the right tackle and the guard. But instead of doing this, the left tackle passes to the right half, who runs to the left end, the half, full-back and quarter all interfering for him. The great point in this play is to see that the opposing right

tackle does not get the runner as he starts off to get the ball, and furthermore, that this right tackle and right end are blocked late but long. Such a criss-cross can also be worked with the end, and with the guard it can also be tried to turn either inside or outside of the end. So much for the line men running. Wing shifts or line shifts, that is, plays wherein one side of the line shifts just before the ball is put in play over to the other side, are also becoming increasingly common.

Next we come to the half-backs and full-backs. Every one is familiar with the following plays, which we only mention in order to call them to the attention of the captain who is studying out in the early part of the season what plays he shall make the most of. The half-back running on his own side between any of the various men in the line; the half-back running between any of the men on the side away from his own side; the full-back running on the right side or the left side through the same openings and under the same circumstances and with practically the same interference, for in the modern game the captain is wise who uses his three men behind the line in such a way that any one of them may perform any of the various plays devised for the backs, and then maintain a similar formation, no matter what the play is to be. One cannot too strongly deprecate the exact detailing of certain movements in certain plays to get through or block or to take care of particular individuals when that move leads to the betrayal of the play before it has actually come off. The cardinal points to be remembered regarding running by the half-backs and full-backs are these: That the interference must depend upon the speed of the men engaged, and that no interference should be such as to slow up the runner appreciably, unless it be for some trick play or double pass where the slowing up of the runner means merely his being caught after getting rid of the ball. I have seen many a good team spoiled by their attempting to follow out a set rule as to the order in which interferers should reach the end. For instance, in the days of Heffelfinger, he showed how a guard could readily go from his own position out to the opposite end, and before the runner, and interfere most nobly for him all the way down the field. For this reason every guard was at once coached to go out and interfere on the end. Three out of five were too big and slow to accomplish this to any advantage, but that did not seem to make any difference. Somebody had written that the guard should interfere on the end, and the result was that everybody had to wait until the guard got out there. Meantime, the runner was usually caught from behind. A good guard who can pick up his feet lively, and who can get around quickly and easily after blocking, can get out before an ordinarily fast runner. So, too, can the opposite end. This season it is not unlikely that

the man who is allowed to play back of the line, provided he is outside the position of the man on the end of the line, will be used as an interferer. Some teams use the tackle here, but this is a mistake, because the tackle should slow up the opposing tackle and should also make the play safe from behind. A team ought not to have a quarter-back who is too slow to get out to the end as an interferer before the back with the ball reaches the other point. But for all that there are quarter-backs, and good ones, too, who are a little slow in this and hold back the runner. These men should either be coached into better speed or taught a little different way of getting rid of the ball on the run, perhaps, or be sent to perform the tackle's duties, and let the tackle get there if the tackle is a remarkably fast man; otherwise such a transfer would only make bad worse. From what I have already said the captain can see that he must measure his interference by the speed of his interferers, and match them with the speed of his runner with the ball in order to satisfactorily solve the equation for his own team. It is the captain of brains who wins by doing just these things, while the captain without them takes the hard and fast rule that has been laid down by some one, perhaps of his own team, who has written an article from the knowledge of only one or two teams, and thinks that all can be brought up to exactly the same point in the same way.

Regarding going through the line close to the center by backs (and by backs I mean the half-backs as well), there are two ways of helping a man through the line. One is to batter a hole before him and let him slip through, and the other is to put him up against the line and then push him so hard that the line has to yield and let him through. There are line plays which combine a variety of these tactics, but there are some principles to be remembered in connection with them which will give them something more than a careless "hit or miss" move. In the first place, a big, heavy man should never be run into the line with one or two light interferers preceding him, whereas a light man can be run in behind two heavy men with abandon. The reason for this is that there are times when the hole will be choked up in spite of the attempt of the interferers, and a heavy man getting his head down may strike one of the interferers in the back and incapacitate him for future work. It is not so apt to hurt the runner as it is the man whom he strikes, although there have been cases of injury to the runner. When the hole is choked up, and heavy men are interfering, they can usually keep the mass moving away from the runner, even if they do not open the hole for him, and this play is much less hard and far less dangerous. In sending two light interferers ahead to spring an opening for the runner, it should be borne in mind that an opening made in this

way is a quick, sharp one, and should not be called upon to rely for its efficacy upon steady pushing. An opening, on the other hand, made by two heavy men in this fashion can be much smaller and rely largely upon the accumulated force even after the runner strikes the line. The men who go ahead to interfere must always remember if they have to go down to fall away from the opening and not block it up. The men who run behind the runner should always remember that it is their duty not only to protect him from behind and push and crowd him when he begins to slow up, but never, under any circumstances, to interfere with his legs. Careless men going behind a runner will oftentimes step on his heels and throw him when the runner left to himself could have made his distance. The ends are particularly serviceable in this pushing work, and there are very few ends at the present day who do not understand their half-backs and backs so well that they can go up with them into line and give them courage and assistance by pushing after they have struck the line.

To come now to the wedges or mass plays. Owing to the prejudice of the public and the feeling that wedge work was taking too much of the attention of the players, captains and coaches, the rule-makers attempted to eliminate a great deal of this work by the passage of a rule against momentum-mass plays as well as the passage of a rule insisting upon actual kicks. This latter rule I have mentioned earlier in this book. There is no question but that this has done away with a great deal of the most showy part of the flying wedge, but rules against momentum-mass playing had not and are not likely to eliminate the use of the principle of wedges. They took off the weight which it was possible to get into these wedges, and in that way were an excellent thing, but it required more severe legislation to eliminate all mass plays. This, however, was accomplished quite effectively by the ten-yard rule adopted in 1906.

The development of the position of quarter-back, so far as running is concerned, has been toward the old rules, when many years ago it was possible for the man receiving the ball from the snap back to carry it forward. Some three years since a rule was enacted again permitting the quarter-back to run, providing, however, he went out at least five yards from the point at which the ball was snapped. The first season this permission did not offer any very great developments along the line, but for the last two years it was tried with far more effect, and like any other play of this nature, seems to be developing in the hands of the coaches and players until it promises to be a considerable feature of the game. The continuation of the quarter-back run with the forward pass also offers excellent opportunities for successful play. It is interesting, because it admits of greater possibilities, and a

run of this nature when it is thoroughly successful develops into spectacular play which pleases the spectator and demands one more qualification in a quarter-back.

There are several methods of effecting the quarter-back run, and although naturally it is difficult to bring it off unless it is performed unexpectedly, it does lend itself to the development of interference. The usual method is for the interference to circle outside of tackle, the quarter-back protected by the interferers making a very direct run out toward the end and circling as his interferers turn in.

Another method is to pass the ball back apparently to the full-back for a kick, and he acting, as will be seen, as a quarter-back, may run with the ball out around the end or anywhere, so long as he passes the line of scrimmage at least five yards out from the point where the ball was snapped. Forward passing by any man back of the line is allowable this year, provided the ball crosses the line of scrimmage at least five yards out from the point where it was put in play. This was most brilliantly developed by one or two teams last season and produced some very interesting features.

To come to the last point of this brief summary of plays, namely, kicking. This department under the present rules becomes still more important. The special points about kicking are the accurate placing of the ball and the acquirement of short and long-distance punting as well as place kicking. Kicking into touch, where admissible under the rules, should be made much more of, and it is becoming absolutely necessary for a team to have good punters and quick, sharp kickers in order to take advantage of certain modifications in the laws of the game, particularly that relating to the on-side kick. To go into the details of these kicks would be an almost infinite task, but the captain can study out the situation from the following premises: A kick is absolutely necessary at kick-off, kick-out and every fair catch. What kind of a kick then will be most advantageous to his team? A short one, high, where his man can get under it, or a long-distance one, giving the opponents a chance, perhaps, of return, but enabling him, if he has fast ends, to hold the ball down at the distance of the kick? How best shall he take advantage of all his possibilities?

Kicking has thus come to be an absolute essential in a well-rounded team, and the style of that kicking adapted to the make-up of the individual components of that team in end rushes, tackles and backs.

The new rule providing that when a kicked ball strikes the ground it puts everybody on side, has led to many short punts over the rush line, and a general development of kicks similar to those formerly known as quarter-back kicks.

The Forward Pass and On-side Kick

BY EDWARD B. COCHEMS,

Left half-back, University of Wisconsin, 1901.
Director of Athletics, St. Louis University.

Under the old rules, the first principles of offence had been to maintain possession of the ball to the last extremity. This was due to the fact that the longer the team possessed the ball, the shorter the period of time the opposing team had in which to score. Also, that practically the only chance to score was during the period of possession. With only five yards to go this principle generally governed the coaches' plans for the season.



FIG. 1.

End-over-end pass—underhand or round-arm.

The idea had become so firmly rooted in foot ball tactics as a fundamental principle that scarcely any of the former foot ball mentors divorced themselves from its influence.

The rule giving the ball to the opponents on the spot from which the ball was passed, if it touched the ground before coming in contact with any player, seemed drastic and fatal to a reasonable belief in its practicability. Most coaches accordingly

confined their efforts to short passes of the basket ball variety and usually essayed to protect the receiver by interference. After a year the Rules Committee changed the rules to read: "not loss of the ball," but a "fifteen yard penalty," on the first and second down for a failure to make a successful pass. The lack of faith in the value of the play had another result, and that is, it drove most coaches to the development of the on-side kick. Indeed, before the new rules were adopted, American Rugby, excepting rowing perhaps, was freer of the element of chance than any of the



FIG. 2.

Underhand spiral—fingers on lacing.

other collegiate or professional sports. Under the new rules, chance became an important factor, and this must be continually kept in mind hereafter in any conception of the use of the pass and the on-side kick.

In order to fully understand the value of these plays one must consider carefully the physical proportions of the ball and the manual performance essential in its most perfect execution. This, however, is seldom given attention. A base ball pitcher would be but a poor artist if he did not take cognizance of the size, weight and shape of the ball and its seams. This is even more

important for the player who contemplates the use of a forward pass or on-side kick.

There are various ways in which the ball can be passed and kicked. Each method depends on its value for the play in which it figures; the player who makes it; the portion of the field in which it takes place; the opponents' defence; the weather conditions, etc. The basket ball pass was used considerably in the East. The player holds the ball above his head with both hands in the act of delivery, the same as though he were throwing a

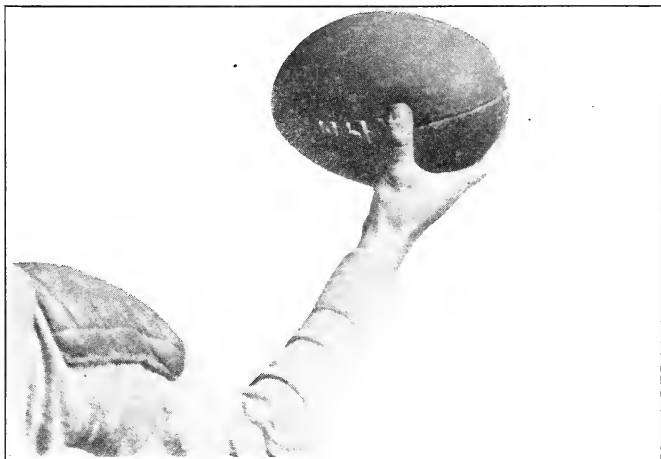


FIG. 3.

Correct position of hand on ball for overhand pass, with thumb on lace.

basket ball. This method does not depend upon the shape of the ball, is accurate, and fairly safe, but good only for short distances.

Fig. 1 represents the end-over-end pass. The fingers lap considerably over the end of the ball in order to secure a firm grasp. The longitudinal or longest axis is parallel with the ulna and radius of the forearm. The ball rests against the arm during the act of delivery only and when delivered flies end over end in the same position. It can be thrown with a side or underhand throw. This style is good for a short or long pass,

passes of 35 yards or more flight distance being possible. It is good in rainy weather, since the ball is not so apt to slip with the fingers over the end. For all-around uses it is the safest. Moreover, any player can learn to make it for reasonable distances.

Besides these two methods, we have what I might term a broad side pass. The finger tips just overlap the lacing, which affords a firm hold. The ball can be thrown many yards, either with a side or overhead delivery, as contingencies necessitate.



FIG. 4.
Overhand spiral—thumb on the lace.

Fig. 2 brings us to the forward pass spiral. The ball is grasped with the fingers just over the lacing, with lacings facing the ground and one end resting on the wrist. It is an underhand throw, similar to the form used in heaving the discus, with this difference, that it is not a full turn. It is good for short passes and high ones, but is weak, owing to the opponents' ability to block it and skill necessary in its execution. It is good for a high throw especially, because the fingers, lying between the lacings, afford the necessary friction for an upward pass.

Figs. 3, 4, 5 and 6 represent the overhand spiral. It is the acme of forward passing methods. The accomplishment of this

style demands many weary hours of drill and a hand large enough to encircle the ball at a point, as seen in the pictures near the seventh lacing. For distances this style has no equal. Nevertheless in rainy weather it is useless. To make this throw the ball is firmly grasped at the circumference near the far lacing with either the thumb (Figs. 3 and 4) slightly over and between the sixth and seventh lacings, or the fingers (Figs. 5 and 6) (which is just a reverse position of the hand), and the fingers or thumb grasping the ball slightly above the seventh lacing on the opposite side of the ball. The thumb or fingers,

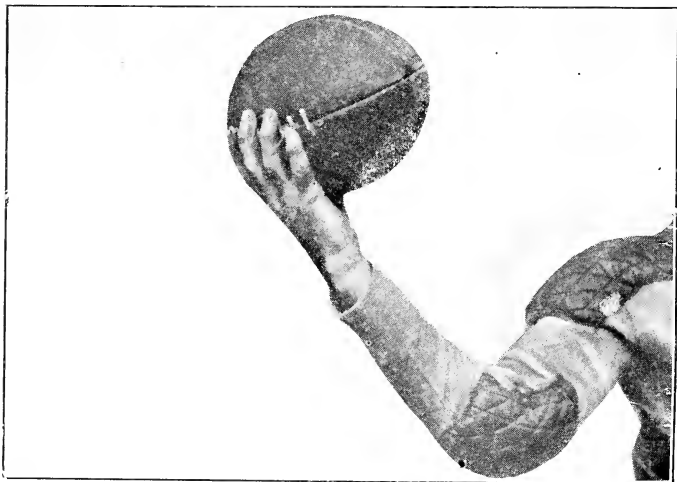


FIG. 5.

Correct position of hand on ball for overhand spiral—fingers on the lace.

as the case may be, coming in contact with the lacing, causes the friction which results in the spiral motion of the ball, which flies with its long axis horizontally. With this style the ball can be hurled like a projectile from 50 to 60 yards. Of the various methods demonstrated, this is the only one which cannot be performed by every player. All the others can be accomplished by faithful endeavor. From practical experience and mathematical investigation I find that scarcely four out of twenty players can ever hope to successfully accomplish this pass. In

some squads no one will be found capable. A player must have a girth measurement of nearly nine inches from thumb to second finger, measured from the tip of the thumb to the tip of the second finger, tape following the contour of the hand. Most players have a measurement of from $7\frac{1}{2}$ to $8\frac{1}{2}$ inches. Moreover, the fingers and thumb must be powerful. If one would measure a bowling ball from thumb to finger hole, or encircle an ordinary base ball, he would get a complete idea. A strong bowler with necessary girth or a base ball pitcher should make a good forward passer.



FIG. 6.
Overhand spiral—fingers on lacing.

The advantages of this method, which like the pass itself is practically a fair weather play, come from the distance that it can be hurled, its speed and accuracy and the overhead throw, which prevents blocking or interference. The old style of receiving a passed or kicked ball was to form a basket of the hands and abdominal region of the body and to draw in the abdomen at the moment of contact, breaking the rebound. Under the new rules this style had better be dispensed with as much as possible and the ball received as one would catch a base ball. (Fig. 7.)

The on-side kick was used oftener in the first year than the forward pass, owing to the fact that it was supposed to be more accurate and practical. Instead of nullifying the play the moment the ball touched the ground, as with the pass, this fact put every player on-side. The kick can be made end-over-end, if the object is to have it roll forward, or kicked with a spiral motion, if the aim is to place it. Some kick the ball so that its middle portion fits the instep and the long axis is perpendicular to the foot. This is an excellent method to apply for short distances, and for placing it is the most accurate of them all.



FIG. 7.
Receiving a pass.

The on-side kick is most effective in the opponents' section of the field or just beyond the center field. Of course it can be used unexpectedly in a team's own territory, but in the opponents' field it gives the required distance and the opportunity of recovery without loss of distance which a regular punt would secure. Instead of keeping the ball in the air it should be kicked to the ground as soon as the case will permit, since the moment it touches, the whole team is on-side. The longer the kicker can delay kicking the further down the field the team can

get to either recover the ball themselves or form interference for the player who is supposed to recover. Should a team have a very fast player or players and an accurate punter the ball can be kicked in the air to one side, and the fast players, by being stationed back of the ball when kicked, can recover before it touches the ground. This play can be worked quite often owing to the fact that the opponents will be led to believe that the ball cannot be recovered until it touches the ground. Another good play, and usually effective for a score when properly



FIG. 8.
Overhand pass after delivering.

executed, is the quick, short punt over the head of the safety man or to one side of him. Sometimes, when within the opponents' 25 or 35-yard line, a high punt that goes only ten or fifteen yards is worth while. Often the opponents will miss the ball, due to the numbers attempting to catch it, and this consequently leaves a free-for-all play in which any one is apt to recover it. A free catch is the only way to prevent this play. In order to be successful at the on-side kick it is necessary for the kicker to spend many hours practicing the various kicks in detail and the players in learning to pick up the ball on the run while it is rolling on the ground.

The new rules have made the game the most symmetrical sport of all. It now embraces the best traits of base ball, track, tennis, basket ball, etc. For practice a good game is to erect basket ball posts at either end of the field and use the foot ball as you would a basket ball under basket ball rules. In this way proficiency in the use of the forward pass can be easily brought about. Another good scheme is to place targets on a convenient fence, and practice hitting them. A prize for the most accurate shooter is always an incentive to work.

Should I begin to explain the different plays in which the pass and kick could figure, I would invite myself to an endless task. However, in closing this article, I would suggest that each coach and player diagram all the plays that he knows and try and fit them up so that a forward pass or an on-side kick will figure in each. Otherwise he will be planning plays especially adapted for the pass or kick and because of its singularity of special formation will make it easy of detection. Moreover, a pass fitted on a regular play will make both trick and straight play out of it and consequently add strength to both.

How to Play Quarter-back

BY WALTER H. ECKERSALL,
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The position of quarter-back is considered by many to be the most important one on a foot ball team, but to my mind each of the eleven positions is a critical one. At some time during every game an opportunity comes to each man to play his position as it should be played, and on his ability to grasp that opportunity depends the result of many a contest.

A foot ball team is composed of eleven men, and if, as sometimes happens, one man is apparently doing all the scoring, you may be sure the other ten men are doing their duty in order to make such a feat possible, and praise should be given to them equally with the fortunate individual performer.

The quarter-back position may wisely be termed the keystone one of a team. Especially is this so, as is usually the case, when the quarter-back gives the signals. He is then truly the field captain and largely responsible for the outcome of the contest through which he directs his men.

A team should have the utmost confidence in its quarter-back in order to play with the speed and precision by which games are won. On the other hand, the quarter-back, by steady, consistent play and ability to deal with emergencies, should merit this confidence. Often the very tones in which the signals are given can bring order out of chaos, and vice versa.

There are just as many different ways of playing quarter-back as there are coaches and quarter-backs. Of course, a certain set of playing rules must be followed, but aside from that, the field left for devising original plays is large and on the coach largely depends the origin of these plays. If the formations are such that a great deal of time is required to carry them out successfully the playing of the quarter-back will naturally be slower, and, on the other hand, if trick playing, running and kicking are resorted to, the speed of the quarter-back is proportionately increased.

The material with which a coach has to work often determines the style of play to be adopted. If the men are heavy, and consequently slow, the plan of action will have to be along the line of their plunging, line-plugging abilities. And, on the other hand, if the material is light, a speedy, crafty campaign must be planned to offset the lack of weight.

Other points which the coach considers carefully in devising the plays for his quarter-back are the abilities and handicaps of the opposing team. Perhaps one team is noted for a certain

style of play, hence plays are planned to cope successfully, if possible, with this method. These plans failing, often an entirely different mode of procedure is expounded to the players between the halves by the coach, and the quarter-back receives his instructions accordingly.

As each succeeding team naturally puts up a different game the coach is obliged to think up new plays constantly and teach them to his men.

So it seems to me the coach does a great deal of hard work that the quarter-back is generally given credit for. Still, the quarter-back must use his good judgment in the direction of these plays in the heat of battle, or the best-laid plans of the coach are for naught; so, perhaps, after all the responsibility is equally divided.

REQUIREMENTS OF THE QUARTER-BACK.

As a general rule, with but few exceptions, the quarter-back is a small fellow, weighing in the neighborhood of one hundred and fifty pounds, small of stature, but very compactly built, a good runner, plenty of nerve, good judgment and cool-headed.

Theoretically, he is the captain of the team, for he directs its play from the start of the game to the end. If he is an intelligent and experienced player, his judgment will rarely be questioned by the captain, and if this be the case the captain should be reprimanded for such interference. The quarter-back is depended upon for the team's victories and blamed, generally, for its defeats.

This man should have a combination of qualities, which, fortunately, most quarter-backs have.

First—He must have a good memory. He should be able to remember from sixty to seventy different plays and the signals for them, and he must know them in such a way that there is no hesitancy or delay on his part in giving them.

Second—He must be able to devise some plan for finding out the weaknesses in the opposing team, and then hammer them consistently. This is accomplished most readily by using the full-back and sending him at every point in the line, thus finding some spot which is weaker than any of the others.

Third—He must not use any man too much, for fear of tiring him too quickly, thus weakening the offense and the team as a result.

Fourth—He should consult with his own line men in regard to the position of their opponents, thus ascertaining, in a measure, the chances of sending a play through one of them with a marked degree of success.

Fifth—He should always encourage his team mates, whether they are being outplayed or otherwise, for it is too well known in foot ball that the players never lie down and a little encouragement goes a great way.

Sixth—He must always bear in mind the coach's instructions, and also consider them seriously.

Seventh—Always consider your opponents as gentlemen.

Eighth—Always treat the officials in a courteous manner, being ever mindful of the fact that they are selected as impartial overseers of the game, and, too, that any act of discourtesy on the part of any player gives the officials the power to send the offender from the game.

Ninth—Be a cheerful loser and give the credit where it belongs.

Tenth—Take your victories modestly and your defeats with courage.

POSITION OF THE QUARTER-BACK.

The quarter-back should stand squarely behind the center in a crouched position. It is necessary that he hold his hands in a fixed position to receive the ball. He should make no move whatever, with his hands, or by a dip, from bending of the knees, to receive the ball, for if he does he immediately gives a warning to the opposing team, thus enabling them in many cases to get the charge on his own team mates. In connection with this, it may be necessary to add, that it is very helpful to have a starting signal. This enables the team to start at the same time and does not give the opponents any undue advantage, which might come if the quarter were to give a motion with his hands or some other outward sign.

In receiving the ball from the center, the quarter should use his hands as much as possible. I have found it very useful by having my hands close to my body in such a manner that the ball comes in contact with my body and hands at practically the same time, causing no delay whatever, in passing the ball to the player who was called upon to carry it on that particular play.

Many coaches advocate a side position, which necessitates, as they claim, a surer pass from the center, but it does not allow the quarter to start quickly, thus delaying him in getting the ball to the runner immediately, which is a very essential point.

The quarter must familiarize himself as much as possible with the ball. He should spend plenty of time working with his center, making whatever adjustments and suggestions he deems necessary for the further perfection of his play. He must spend some time practicing with a wet, heavy ball, for no one can tell

when the conditions will be such that the ball will become wet, heavy and soggy.

PASSING.

In my estimation, passing is the most important work of the quarter-back. As has already been stated, nearly every team has its quarter coached differently in the various branches of attack.

When the full-back is called upon to make a straight plunge on the half-back for a straight buck or cross-buck the quarter should *never* fail to place the ball in the stomach of the man who is to carry it. This is a cardinal point in the work of the quarter and too much emphasis cannot be laid on it.

If the full-back is to make a straight buck on the right of center, the quarter should pivot on his left foot, quarter of the way round, and with his left hand *place* the ball in the pit of the stomach of the full-back, and vice versa if he bucks on the left side. The same theory holds true in passing to the half-backs for straight bucks and cross-bucks, only on the cross-bucks he steps to the side and back, and places the ball in the stomach as before. Of course, in the wide end runs and trick plays this cannot be carried out, but should be always borne in mind by the quarter-back.

This point of passing is very essential to good team work, for nothing will slow up a team quicker than poor passing, which is of course the fault of the quarter-back. If the players begin to lose confidence in the quarter-back they will not put the same dash and drive in their work as they would otherwise. Then again, the quarter-back is only a cog in the great machine, and he should fulfill his part of the work without any hesitation or delay.

TACKLING.

As a general rule the offensive quarter-back plays defensive full-back on defence and as such innumerable opportunities present themselves for him to test his own tackling ability.

When playing the above position on defence it is best to play from fifteen to twenty yards back of the scrimmage, thus enabling the quarter to stop a runner in the open field without any considerable gain, and because it is easier to stop him than it would be if he once obtained a good start.

Too much time cannot be spent in practicing tackling. It is a fundamental requisite of his position and should be perfected by him, more than by any one else.

The quarter should *never* run up on a man, when he once gets loose, for it is the easiest thing in the world to dodge a man

when he is coming up to meet you. The tackler must wait for the runner to come to him, and then by some original schemes, such as a little jumping sideways, endeavor to hit him about the thighs, as the rule forbidding tackling below the knees is being enforced. The quarter must be able to tackle with both shoulders equally well, and should not favor one shoulder, as is quite frequently the case.

It is generally better to corner the runner, if possible, between the side-line and yourself, and when you are absolutely sure you have him safe, you should make a running dive at him, thus enabling the tackler to break any stiff-arm and prevent the runner from dodging. Nothing is more distasteful to the follower of foot ball than to see a half-hearted attempt at tackling, such as a tackle around the neck or by the arm. From such attempts as these injuries are inflicted, occasionally of a serious nature.

The defensive quarter of course is forced by circumstances to tackle a runner wherever he can. The player in this position should be a man of experience, intelligence and strength. He should be able to size up situations quickly and direct his team mates accordingly. An experienced, defensive quarter is occasionally able to foresee a certain play by the actions of the backs of the opposing team. Not infrequently does an experienced half or full-back point with his eyes or feet in the direction of a play and naturally more so in the case of the inexperienced player. One great point, which he must continually bear in mind, is not to go into a play too quickly, for it may happen that it is a fake or split interference play, and, naturally, to get the defensive quarter drawn in, adds to the value of the play. He must always throw himself under a pile and never try to resist a mass standing up.

As a general rule the play on a third down is either a kick or a buck through the line and after the game is fifteen minutes old the man backing up the line should know what is going to happen.

INTERFERENCE.

The quarter-back is quite an important man in the interference and much can be said about his work in this particular branch. In straight plunges by the halves or full-back, he should *not* attempt to get in ahead of the runner, or immediately behind, because he thus has a tendency to clog and slow up the play. The quicker the play gets up to the line of scrimmage, the more value it has, and the quarter can follow and add his weight and strength when the play has met some opposition, but *not* until then. When the quarter plays thus he is practically a free man

and must be constantly alert for fumbles, which occasionally happen and frequently result seriously. In end-running, it is a cardinal principle for the quarter to head the interference.

When the half-backs are called upon for cross-bucks off the tackles the quarter should buckle on to them around the hips and help them along to the best of his ability, always placing the ball in their stomachs. It is a mighty good point to practice the whirling form on this play, that is, when the player has struck some opposition, twist or whirl him in such a way that he will free himself from the tackler. The quarter should practice dragging a great deal, because it is a mighty good point, and in a crucial game every inch of ground counts.

In open-field interference the interferer should not hesitate to leave his feet to take a man out of the way, especially if the opponent is the defensive full-back. Of course, the interferer must make sure of his man, and this can best be done by getting him between the side-line and himself, then making a lunge for him, so that his body will strike the tackler about the knees. But the interferer must be certain of his position before the lunge is made, as the tackler may side-step the interferer as he takes the lunge. This is the surest way there is for taking a man out of the way, and it is a form that *can* be accomplished with practice. Work on the tackling dummy is mighty good for this.

HANDLING PUNTS.

The new rule which allows any player possession of the ball after it has been kicked will undoubtedly put a premium on quarter-backs who are perfected in this branch of the game. No one rule can be laid down telling a player how to catch a foot ball, but numerous suggestions can be made upon this point.

A punted ball has no definite direction, for it may be diverted from its course by numerous air currents which come from openings in the grandstands or other sources, thus making it very hard to judge the ball accurately. Of course the ball is caught against the body, if properly judged, with the aid of the arms and hands. It is also a good thing to bring the leg in action, by pulling it up in such a manner as not to allow the ball to drop downward after being caught.

The quarter-back should pay no attention whatever to the men who are coming down to tackle him. He *must* make sure of the ball and then of the men.

When he has caught the ball he should carry it in such a way that the point is well up under the arm and the other point resting in the palm of his hand. When he is tackled he must be absolutely sure to hold on to the ball by wrapping both arms

around it. It is a rather poor policy to attempt to catch a ball on the run, as the chances of missing it are greater than the chances of catching it. When carrying the ball the runner should *never* run straight into a man, because an injury is easier averted by side-stepping and getting the force of the blow on the side.

Kick-offs are different from punts in that they have a definite direction, thus making them easier to catch. It is best to catch kick-offs on the run, if possible, because they are much simpler to handle and the catcher runs very little risk of dropping them, and then, again, he is moving rather fast, covering the ground and in a better position to dodge. Always get possession of the ball if it goes behind the goal line, for if the opponents get it, it is a touchdown for them.

GIVING SIGNALS.

The quarter-back in giving signals must give them loud and clear. The fundamental point in this branch of the quarter's work is his utmost familiarity with the signals. He must have them continually at his tongue's end and he should help other members of the team memorize them.

If a signal is to be repeated the quarter must rise from a crouching to a standing position and give the signal with the same clearness and distinctness as before. He must never turn to either side and repeat the signal, for he may unconsciously give the play away. When a repetition of the signal is called for it is best to turn around and face the backs and then turn back and give it to the line. Especially is this true on a day when there is plenty of noise, and for this reason I favor series plays, when two or three plays can be run off from one signal, thus giving a team the advantage of fast play.

PUNTING AND DROP-KICKING.

It is a rather difficult matter to describe how to kick a foot ball accurately. Kicking applies to punting as well as scoring from the field, but the two branches of this part of the game are absolutely distinct.

It is hardly necessary, I suppose, to explain that a punt differs from a drop-kick in that when the former is made the ball is dropped and kicked before it touches the ground. In a drop-kick the ball is dropped to the ground and kicked just as it is rising on the bound.

In the last few years, with the development of place-kicking, drop-kicking has to a certain extent gone out of use. So far as I am concerned I prefer drop-kicking to place-kicking. In the latter form of scoring the responsibility is divided between two

men—the one who holds the ball and the actual kicker. This division of responsibility of course doubles the chances of failure, for not only must the kicker do his work accurately and quickly, but the man who holds the ball also must make no mistake.

Just what is the exact secret of successful kicking is as hard for me to explain as for any one else. No two kickers use absolutely the same method. I know that when I was first learning to kick I was frequently told by good coaches that my method was all wrong.

The two most important points about kicking, whether it is punting or drop-kicking, are accuracy and speed. No matter how good a kicker a man may be—no matter how accurate even—if he is not fast in getting the ball away he is practically helpless. Therefore, a man learning to kick should endeavor first and foremost to attain speed. It must be the right kind of speed, too. The kind that is best understood by the phrase "make haste slowly." A man who loses his sureness in attempting to get speed is just as bad as a man who is so slow as to have his kick blocked.

The kicker should always try to make a kick in just the same space of time, whether he is merely practicing on a clear field or actually kicking from behind the line in a game. He should try and feel just as if there were no one trying to break through the line and block his kick. He should know he has just about so many seconds in which to get the ball away and he must take all that time to increase the accuracy of the kick.

Accuracy, after a certain point in the development of kicking, is better than distance. An accurate punter can generally place the ball so that a man on the opposing team who catches it is almost sure to be tackled before he can run back any great distance. On the other hand, as one frequently sees in a game, some punter gets great distance, but the man who catches the ball is able to run it back.

In punting, the kicker should always have a good idea of just where the opposing back-field men are waiting to receive the ball. It should be his idea to get the greatest possible distance, at the same time trying to put the ball where it is hardest for the opponent to get it and where the ends on his own team will have the least difficulty in making a tackle.

All this applies to punting, but although this is the most important branch in the kicking end of the game, it is the drop-kicking that appeals to the spectator. A large proportion of every crowd at a game knows really little about the finer points of foot ball. This class of spectators does not realize how important punting is. A man is apt to forget that a single punt

may gain forty or fifty yards in a few seconds, which it has taken the opposing team many minutes of hard play to obtain.

This is not the case with drop-kicking. If the drop-kick is successful, it gains four points, and the spectators appreciate it more than any other kind of kicking, just as they are apt to think more of the effort which gains the last yard for a touchdown than of a much longer gain made earlier.

As I have already said, it is rather hard to explain how to make drop-kicks. In making such a kick the kicker should get the ball on a high pass, about shoulder high, then turn a little to the right before dropping the ball to the ground. Then just as it rises on the bound he is in a position to swing at it with his right leg full force.

Before making a drop-kick it is always well for the man who is about to attempt it to look at the ground about him closely, so that he may avoid any rough places. The slightest inaccuracy in dropping the ball or in kicking affects the accuracy of one's aim enormously. Not only must the ball be dropped just right, but it must be kicked at just the right second. The toe and instep should come in contact with the ball at the same time and the square-toed shoe is of very great value in accomplishing this end.

However, when all is said in explanation and when the most accurate pictures of drop-kicking have been studied, it remains for the beginner, who wants to learn how to do it, to get a foot ball and try. That is the only way. No explanation or coaching will make up for experience.

Play of the Backs

BY W. T. REID, JR.,

Full-back Harvard Foot Ball Team of 1899 and Head Coach Harvard 'Varsity
Foot Ball Team for 1905.

Properly speaking, the term "backs" refers to the quarter-back, the two half-backs and the full-back. This article, however, will deal only with the three latter positions, leaving the very technical work of the quarter-back to some other writer.

The three backs, as we shall term them, are closely associated in everything that they do. On the offense they alternate in carrying the ball and in pushing each other along, while on the defense at least two of them, and sometimes all three, are called upon to reinforce the rush line. And they are usually of about the same size and weight.

With all these points of similarity there is much that belongs to each separate position that goes to make it unwise for a back to attempt to play in more than one position. For instance, if the right half attempts to play at left half he must accustom himself to the use of the right side of his body in interference instead of his left, to starting toward the right side of the line for many of his main plays instead of to the left, to receiving the ball from the quarter-back from another angle, and in general to an almost exactly opposite way of doing things from that to which he has been accustomed. From these observations it must be clear that while the duties of the various positions are just different enough to make it unwise to change players about, they are nevertheless so nearly alike fundamentally as to make it possible to deal with them as a whole, thereby saving much repetition and unnecessary explanation.

QUALIFICATIONS.

The mental qualifications of a good back are first of all that he shall enter into his work with the proper spirit. Unless he has this spirit—that is, unless he is willing to subordinate his personal wishes to the general welfare of the team, and what is more, to do so heartily and enthusiastically—he cannot hope ever to be a great player, even though he have marked individual ability along every line of play. Team play is the essence of successful foot ball, and he who is looking first of all to his own interests will never make a "team" player; he will not contribute his share to the *esprit de corps* of the backs, and he will never "fight" for all he is worth from the beginning of a game until the end.

Besides having the proper spirit he should be heartily co-operative; he should be full of aggressiveness both on the offense and defense; full of sand and grit, and imbued with a reason-

able amount of judgment. Physically, a back should be compactly built, strong and quick, never slow nor clumsy, and should weigh anywhere from 170 to 190 pounds. Formerly it was not necessary to have such heavy backs, owing to the fact that one or more linemen could always be used to do the heavy line-breaking work. Now, however, when the ball must be carried over the greater portion of the field by a limited number of men—the necessity for heavy, powerful backs to do this, must be evident. In earlier days, before the defensive side of the game came to be so well understood, and before special styles of defense were devised to meet special forms of offense—it was generally planned to have at least one of the backs a good end runner. This provision is not so important now as it once was, owing to the fact that end running is no longer practiced with old time success. The defense has mastered the end running game, unless indeed it consist of skillfully devised deception. In its place has come the demand for heavy line buckers and plungers. Hence, it is well for teams of to-day to choose for backs, those men who can as nearly as possible perform the task of the linemen of the past two or three years. If, in meeting these requirements, an end runner turns up—well and good. The average end-running of the present day is quite as likely to lose ground as it is to gain it, and this is particularly true when the opposing tackles play well out from their guards. Of course end runs will always be used strategically, to prevent the opponents from concentrating their defense on the bucking, but very seldom, with the idea of making consistent ground. Finally, the back should have the knack of not getting hurt. Some men have this to a marked degree, and almost never get hurt, while others are equally unfortunate and are constantly being injured. As team play is dependent upon "drill," and that in its turn is dependent upon the individual, it is easy to see why an "immune" back is most desirable.

FUNDAMENTAL POINTS.

Too much emphasis cannot be placed upon the necessity for thorough drill in fundamentals. These fundamentals consist of falling on the ball, passing it, kicking, catching and carrying it.

"Falling on the ball," or, more properly speaking, falling around the ball, should be practiced while the ball is at rest, and then, while it is in motion, to the right, left, front and rear. In any case the player should be very careful not to dive at it in such a way as to dive the top of his shoulder into the ground, for a bad bruise or injury is likely to result.

Neither should he ever attempt to fall flat upon the ball in order to prevent injury to his wind or his chest; instead, he

should fall flat, either so that his weight shall be on his elbows or knees, or else so that his body at his waist is doubled up around the ball, which he shall hug closely with his arms and hands.

In diving for the ball the player should dive as closely to the ground as possible, thus preventing an opponent from getting under him. He should always see to it that his body is between the ball and an opponent. These points make for added safety and protection.

Backs should have enough practice in passing balls to feel thoroughly at home with them. This is especially true under the new rules. They cannot be sure of this unless they handle new balls, wet balls, old balls and dry balls, and unless they handle them incessantly.

Unless this is the case a team is likely to find itself without a kicker, perhaps in the midst of some important game. And the ordinary need for a kicker has been increased greatly by the changes in the rules, which make it necessary to advance the ball over the central portion of the field, with only four men behind the line—which is, of course, a much slower and less powerful way than that practiced year before last. Here it is that a superior kicker can be of inestimable service to his team—since in no way can big gains be so quickly or easily made as through the kicking game. Therefore it is of the greatest importance that as many of the backs as possible should be good kickers, or at least punters.

Indeed a good kicking game, if successful, is certain to bring with it quicker and more frequent scoring than almost any other style of play. This is due, of course, to the enormous distances which good kicks cover, together with the consequent saving of time and energy. Even more attention should be devoted to catching, for almost nothing in foot ball may result so disastrously as a bad fumble in the back field. Unless a back is sure at catching, or shows signs of becoming sure, with practice and experience, he should never be allowed to attempt catching. Bungling work in the back field is the most demoralizing thing than can happen to any team.

Carrying the ball is the main function of the backs, hence the need of knowing how to carry it safely. This depends upon the way in which the ball is held. For end runs one end of the ball should be tucked under the arm—not too far under, so that it can be knocked out—while the other end should be firmly grasped and covered with the hand. In bucking, the ball should be held in the pocket formed by the stomach and legs, as the runner crouches, with both hands, though in case a back feels that he has the ball secure there is no reason why he should not use one hand to ward off opponents. In the case of end runs the

back should be prepared to ward off runners with either hand, changing the ball when necessary from one side to the other. And whether bucking or running, a back should never allow himself to loosen this hold on the ball, owing to the necessity of giving much attention to passing some particular opponent. The grip on the ball should be automatic and vise-like. Where a back is uncertain of his hold he may get good practice by bouncing a ball against a wall and then clapping it at once into position on the return.

It is of course necessary that the backs should tackle and interfere well. This means that they should both tackle and interfere low—the only difference between the two being that in case of a tackle the runner takes hold of his man, while in the interference he does all that the tackler does except take hold. A high tackler or interferer has no place behind the line, particularly in these days.

Finally, no back can be effective who does not start quickly. An offence which is so slow in reaching its object as to allow a concentration of opponents at that spot before the play hits is of course worthless. The attack must be quick and hard. For this reason the backs should constantly practice getting off quickly and getting up their maximum speed instantly. There are several ways of starting. Some backs stand in a crouching position, with one foot a little in the rear of the other, and with the knees turned well in. This enables them to start to the right or left or to the front without a moment's loss of time and with great initial power. Other backs assume a sprinting start. The sprint start position, with only one hand touching the ground, and that only sufficiently to steady the runner, is at the present time generally conceded to be the most effective. Both ways are good; in fact, any way is good that will enable a back to get off quickly and in any direction. The things to be avoided are a momentary straightening of the back at the instant of the start, and a short backward step. In case the latter step seems necessary the back should take his position with one foot back to begin with, thus making it unnecessary to take an additional one. There should be no backward motion of either foot.

In general, backs should exercise extreme care to prevent unevenness in starting. Starting too soon or too late is only productive of fumbles and offside play, to say nothing of the upsetting influence which it produces throughout the team.

Along with his fundamentals, every back should spend considerable time in learning the rules of the game. This part of the work is often entirely neglected, and much to the detriment of the individual, for how can a man play a game well or intelligently when he does not even know the rules governing the

game? It is an altogether too common sight to see teams let opportunities slip through ignorance of the rules; indeed, such ignorance has on more than one occasion actually cost a team its game, and such neglect has even existed in some of the larger university teams.

A foot ball player is frequently called upon most unexpectedly, to decide instantly upon some question of the game, and just as frequently his decision or lack of decision enables him either to do the right or the wrong thing and thus either secure an added advantage or else precipitate an added disadvantage upon his side.

Every back should be absolutely familiar with the distinctions between a "safety," a "touchback" and a "touchdown." He should know what constitutes a "fair catch"—what a violation of it, and so on throughout the rules.

And after the rules have been mastered, a player should be told to make his play always, in case of doubt—and *then* refer to the officials—and under no consideration to stop because he hears a whistle blow or because he hears some one yelling for him to stop. A player can never make a mistake in carrying out this suggestion, and may, on some occasion, save himself a bad blunder through a misunderstanding.

OFFENSE.

The position of back is one of the most exhaustive ones in all foot ball. At no other position is there so little opportunity for rest or let-up. It is go, go, all the time, first with the ball, then in the interference, then on defense. It is necessary, then, that a back should always be in the very best of condition, never overworked, always full of vigor and life. It is better to underwork a back than to overwork him.

Of the two half-backs on a team it is generally planned that one shall be a good end runner, the other a good plunger or buckler. Such an arrangement gives more all around possibilities to an eleven, particularly where there is an opportunity for broken field running.

On the offense the position of the backs will depend upon the style of game that is adopted. Sometimes they are played a full five yards behind the rush line, on other occasions they are played a scant three, while on still other occasions they form at even greater or less distance. The possibilities of formation are never ending, especially under the new rules allowing forward passing. When in position, and just previous to starting, the backs should take every precaution to prevent giving the direction of the play away by unconscious glances, movements or "leanings." It is also well for

the back to save himself whenever he can from the nervous tension of prolonged waiting. Many backs subject themselves to some such strain by getting onto their toes several moments before the ball is to be put in play, or by not "letting up" at the call of "time." This may be avoided if the back will "key himself up" just at the last moment. But above all a back should be steady. He should never in all his play slow up for his interference, or even allow any other back to be slowed up by dilatoriness on his own part. He should start instantly and "dig"—never letting up an instant for anything. He should play with indomitable spirit. If he fails to gain the first try he should grit his teeth and *make* it gain the second.

In end running a back should be careful not to run too close to his interference when in case the interference is upset he is likely to fall over his protectors. Instead he should run with a little interval between himself and his interference, thus giving himself a chance to see where they are going and to take instant advantage of any upset. Where possible it is well for a back to run low so long as he can see where he is going, for by so doing he is likely to cause his opponents a moment's delay in locating him. When tackled he should aim to fall forward. To this end he should run with his body slanting forward, where it is exceedingly difficult for an opponent to overcome the combined power of gravity and the player's efforts. After falling, a back should never hold the ball out at arm's reach, as there is danger that it may be stolen from him.

In bucking, one of the very important points to be kept in mind is that of keeping the eyes open. A back who closes his eyes as he makes his plunge is likely to fall flat on his face when an opening in the line presents itself suddenly where he had expected to find the passage choked. A back should never allow himself to hesitate or slow up as he strikes the line, he should strike it while at his maximum speed. A back may run high or low, according to circumstances, particularly so long as he keeps his feet—a most valuable quality. It is also wise for the back to take short steps, as in this way he is not so likely to find himself too much spread out where the footing is hardly firm and where it is almost impossible to get his feet under him in case of some sudden shove or push. The legs should accordingly be bent as the back strikes the line, because in this way he is able to exert much lifting power in case of need. The arms and hands should also be used to make progress. Many backs lose much of their effectiveness because they utilize only a portion of their power. The feet should ordinarily be kept on the ground, because only when they are there are they of much

service. When, however, there is an imperative need of making a gain of a foot or so the back had best dive at the line—this being especially applicable to the full-back. Hurdling is now absolutely forbidden. When downed after a buck—or after any play, for that matter—a back should instantly straighten out so that there are no doubled up joints for succeeding players to fall upon. Where a back is attempting to assist a fellow player along he should aim to get him low and boost him along with his shoulders, rarely with the hands. And under no circumstances should he give him a final shove in the neighborhood of the shoulders, for this is certain to cause the runner to topple forward. In case a back is tackled and seems about to fall a fellow player can often be of great service if he will grasp the runner by the arm or elbow, and at the same time that he holds him up pull him forward. It frequently happens in such a case that the runner will shake off the tackler and make an additional gain of several feet or even yards before being finally downed.

In attempting line bucking the back should keep his chin close in to his neck, so as to prevent having his head twisted back over his shoulder, and he should also buck with the muscles of the neck held tense. This will tend to prevent bad wrenches of the neck and possibly injury to it. When in the midst of a line-bucking play which has resolved itself into a pushing contest between the two teams, the back should seek an outlet at the point of least resistance, usually to be found by feeling his way in different directions, and in general, a back should not raise his head until he has wholly cleared the secondary defense, as in this position it is very difficult for opponents to stop him, unless they have a clean chance for a tackle.

In case a back feels any doubt about the signal for a play, he should at once call out, "Signal." Otherwise collisions, fumbles and confusion will result. And no matter what a back thinks, he should invariably follow out the signal. The fault is not his if the play does not gain, but it is absolutely his fault if he does not go where he is directed. This rule should be absolute.

Another rule which should be invariably followed is that of never running back. It is a back's function to advance the ball, If he is unable to do so he should at least never lose ground.

If a back fumbles he should fall on the ball at once, never attempting to pick it up unless it bounces high. Attempting to pick up a fumbled ball is only making a bad matter worse. A back is responsible for the ball if it comes to him, and he should always remember that the possession of it is of the first importance.

It is the half-back's duty to afford proper protection to his

kicker. He should afford it. He should also be reliable in getting any particular opponent who may be assigned to him to keep out of a given play out of the play. He should put his entire strength into every play and should always have his "nose on the ball." He should follow it everywhere. Mr. Forbes has hit the nail on the head in this respect when he says: "A man's value to his team varies as the square of his distance from the ball."

In the midst of play, whether on the offense or defense, the backs should see to encourage each other by a word, a touch or a look. Such simple though effective aids to thorough sympathy and harmony between them should never be overlooked. A hearty word of confidence spoken immediately after a bad fumble or other blunder will always cause the unfortunate player to put new life and determination into his work, while a bit of cutting sarcasm will drive him to anger or else dishearten him. When off the field a back should never allow himself to make unfavorable comments on any of his fellow players, unless indeed it be to the coach or captain. Nothing is so likely to spoil relations among players as criticism—offered behind the back. Certain annoyances should be borne for the sake of the team, even though they may be at times very exasperating. When a fellow back or fellow player is injured and confined to his bed nothing will so contribute to hearty relationship as frequent calls and anxious solicitation for recovery.

DEFENSE.

On the defense the backs and ends will have much to look after. Each has his particular station behind the line, with its primary and secondary responsibilities. Just what these positions are, whether far from the rush line, near to it or in it, must depend upon the style of game that is being played. Suffice it to say, however, that all styles are planned to the same end—to stop opposing plays.

As a rule the backs are so distributed as to most broadly cover the possible openings at which opponents are likely to direct their plays. Consequently as the opponent's offense varies, so should the defense. Sometimes it seems well to attempt to meet opponents behind their own line, at other times to meet them at the line, and on other occasions still to meet them behind your own line. Again, a back is sometimes held responsible for a run around the opposite side of the line from that on which he is stationed, so that the various combinations of responsibilities, due to the tactics of any particular opponent, are never ending.

Ordinarily the backs are looked upon as forming a secondary line of defense. In such a case they must exercise great care not to get drawn into a play too quickly, and yet they should be equally careful not to wait too long before attacking the play. A back who waits too long is as bad as one who goes in too early. A happy medium is what should be aimed at, and it can be obtained only by constant practice and vigilant watchfulness. To exercise this vigilance the back must needs stand high enough to see where the play is going, and at the same time not be so high as to allow of being struck by an opponent while in an extended position. The instant a back sizes up a play he should get as soon as possible to the point of attack, watching carefully for trick plays, short kicks and forward passes all the while. A back will seldom be fooled by such plays if he will always keep a close eye on straggling players, and remember that the ball, not the motion of any mass, indicates the point of attack. Once a back has decided to attempt to head off a runner or a play, at a certain point, he should get his eye on the man with the ball and keep it there, never losing sight of him, always keeping his position in the interference in mind and *never* allowing himself to attempt to see where he is going. That part of it will take care of itself. Such precautions as those just outlined will prevent most any back from being fooled as to the location of the ball—owing to a temporary relaxation of vigilance. And vigilance in these days of concealed methods of passing the ball is exceedingly necessary. In attempting to stop end runs, and in fact in stopping any play, a back should never allow an opponent to hit him with his body; he should keep his opponent away with his arms. A back has no business to allow himself to get hit. In meeting heavy mass plays the back should either dive at the base of the head of the play, grabbing an arm full of legs, or in case he is too slow in getting there and the play is dragging along he should, if chance offers, seek to swing the head of the play to one side where the direct line of pressure is broken and where a momentary delay will give his own players a chance to down the runner before the opponents have a chance to reorganize. Many times one man can upset a mass play effectually, where had he tried to tackle one of the players he would have been thrown off or dragged along some distance further.

The question as to whether a back shall break through and attempt to tackle behind an opponent's line is a very difficult one to treat. Sometimes, where a back is strong on the defense and the opposing line is weak it is advisable. But where the opposing rush line is a strong one and particularly where it is stronger than your own it is certainly inadvisable. In such a case the backs should hold themselves as reserves rather than as of the

rush line. Otherwise, in case an opponent clears your rush line, a long run is likely to follow.

In everything that they do, whether on offense or defense, the three backs should combine in every possible way with the quarter-back. The center rush, the three backs and the quarter-back should practice constantly together so as to get the purely mechanical work of their positions well ordered, and in a contest the three backs should keep the quarter-back constantly informed of weak places in the opposing defense, that he may profit by them when occasion demands. In a nutshell, all four backs should strive for mental, moral and physical team play both on and off the field.

BACK-FIELD WORK.

In the back field, the main function of the backs is the handling of kicks, and it is one of the most trying functions of all foot ball. To have to catch a ball while one's opponents are in many cases standing within arm's reach like so many wolves ready to take advantage of the slightest slip up is bad enough, but when these conditions are augmented by the necessity of judging a high kick in a gale of wind, and remembering that a kicked ball touching the ground puts every one on-side, they become well-nigh unbearable except to the coolest, most skillful and best drilled players. Such, however, is the trying position in which backs often find themselves on thirty or forty separate occasions in a single game. And worst of all they are severely censured where they fail of a clean record. A team can never know how much kicking it is likely to meet in any game until the game is on, and it can never know when the winning or losing of a game may turn upon the safe handling of a single kick. The possibilities of catastrophies are greater in the back field than in any other branch of foot ball play, and so it is imperative that only the most reliable men should represent an eleven there. The backs, then, cannot be given too much practice in catching kicks under every possible condition. They should practice with ends running down on them, with the wind against the kicker as well as with him, with a wet and dry ball. Furthermore, they should be given an opportunity to handle rolling, bouncing and twisting balls.

Under ordinary circumstances only one back is kept in the back field, although this year it is probable that two will be needed. It is his duty to handle all unexpected kicks and to tackle any runner that may get by the other ten players. He must be a sure catcher and tackler, and something of a kicker. This back may find himself on some occasion in the very trying position of being the only man between his goal and a fast opponent. When this is the case the back must, as a general rule, depend upon his

own initiative for his line of action. No one else can lay it out for him. There are, however, one or two points which any back will do well to keep in mind. It is always a good plan to try to force the runner to take that direction that will bring him nearest to the side line, where it may be possible either to corner him or to force him out of bounds. There is little sense in undertaking to tackle a runner who has the whole field to manœuvre in, when you can reduce the field by two-thirds. Another point to be kept in mind is that of never running at full speed at a runner whom it is your intention to tackle, especially when he has an opportunity to side-step or dodge you. This side-stepping is the easiest thing imaginable where the tackler bears down on his victim at full speed. It is frequently illustrated when ends overrun a full-back, who by a simple side-step eludes them and makes a good run. Instead, the back should run fast toward his opponent until he gets within fifteen or twenty yards of him, when he should slow up and get ready to respond to dodging, which can only be done when the back has full control of his body. And he should exercise great care not to be fooled by some false motion on the part of the runner. This false motion is usually given with the upper part of the body, and can only be detected by keeping a close watch on the hips, which will always give away the real tendency of the body.

In case it may at some time seem advisable to utilize the defensive ability of the goal tender, as we may call him, on the rush line, and consequently to put another man back there in his place, a sure catcher should be chosen even if he is unable to do much at open field tackling. The reasoning here is that where a back is given one opportunity to prevent a touchdown by a decisive tackle in the open field—which is frequently missed by even the best players, owing to the tremendous speed of the runner—he is given twenty chances to catch the ball where any one catch, if missed, might mean a touchdown. Under these circumstances it is of course better to provide for the common play rather than for the emergency. The goal tend should keep a sharp lookout for trick plays and where possible keep his fellow players posted by calling out advice which his distance from the scrimmage may enable him to give.

The moment the opponents give evidence of an intention to kick, one or two of the other backs should at once drop back to reinforce the goal tend. Care must of course be taken that the evidence is genuine before they go clear back, but once they feel sure of this point they should run back at full speed, looking over their shoulders about every ten yards to prevent the kick from surprising them, or else to be ready for a return to the line in case of a fake. Backs frequently loaf back to

their position. This is all wrong; they should be either on the line or way back of it, with as little time as possible wasted in getting into either position. The distance of these backs from the rush line and their relative positions in the back field will depend upon circumstances. If the kicker is a good one and has the wind at his back they should of course play further back than if he is a poor kicker and has a stiff wind against him. The thing to be avoided is the danger of playing too far back. This is a very common fault among novices, who dread having the ball kicked over their heads and who, in order to prevent such a catastrophe, play so far back that it is impossible for them to catch more than three out of five of the shorter kicks, owing to the impossibility of getting under the ball. It is better policy to take one chance in fifty of having a kick go over one's head for the sake of catching the great majority of them than it is to prevent a kick over one's head at the expense of having to handle them on the bounce, where the opportunities for gaining ground after the catch are *nil*. No ball should be allowed to bounce, for it puts the opponents all on-side. They should all be caught on the fly, and if balls are bouncing it shows that the backs are not covering the ground in a thorough manner.

Once they are the proper distance behind the line the backs should spread out in such a way as best to cover the territory in which the ball is likely to fall. To this end they should not stand too near each other or too near the side line. If they stand too near together they will overlap much ground, and if they stand too near the side line they will enable themselves to catch many balls which go in touch and which there is no need of providing for, while at the same time they will be unable to cover much important ground within the field. The backs should play far enough apart so that they can concentrate at any given spot in time to be of assistance to each other either in catching or in the interference. In case a strong wind is blowing at the kicker's back one of the backs should play a little in rear of the others in order to provide for a possible misjudging or for fumbles. Under ordinary conditions one of the backs should play well in front of the others in order to be ready for short kicks or other tricks. In case one of the backs essays a fair catch the others should be on the watch for a fumble. The best way to get practice on these various points is to put two sets of backs, with center, at work kicking and catching. Then a competition may be encouraged with the result that all the players become interested, and in the endeavor to win the competition give each other the best practice possible.

Whenever possible it is well to have ends run down under the

kicks, thereby giving the backs every opportunity to catch kicks "under fire." Continuous back-field practice is very exhausting, so that it is well whenever much practice of this kind is undertaken to have alternate squads of players, thereby saving all of them from overwork. Should the backs become tired of the practice and allow it to become lackadaisical, it should at once be discontinued, as carelessness in back-field practice is worse than none at all.

In preparing to catch kicks the backs should make every endeavor to get under the ball in time enough to enable them to receive it while they are standing still. To do this they must be able to "size up" a ball as soon as it rises in the air.

In running up on a ball the backs should also be careful not to overrun it, remembering that it is much easier to run up on a ball than to run back for it in case it is misjudged. Furthermore, in case a back who is careful to keep the ball in front of him misjudges it and it hits him in the chest, he stands a much better chance of recovering the ball as it falls in front of him than he would have if he overran the ball and it fell behind him.

While in the act of catching, a back should concentrate his entire attention on the ball, never attempting to divide it with the opposing ends. The plea that a back often advances for this tendency is that he is afraid of a bad fall just as he is completing the catch, or that he wants to see where the ends are, that he may dodge them more effectively, etc., etc. These excuses should all be denied on the ground that the possession of the ball is *the* thing. And in this connection it is **just** as well to say that in case a back fumbles in the back field **he** should fall on the ball at once. This point should be so drilled into the players that it will become second nature to them.

The moment a back has caught the ball he should turn his attention to his opponents, seeking how he can dodge them and run the kick back. In case he catches the kick in time to decide from his own observations in which direction to run, a back should experience little difficulty in getting off safely. But when the ball and the ends arrive almost simultaneously the situation is more difficult. In such a position the other backs should assist by a word or two. At first the giving of such directions will end in much confusion, but as the backs become more and more accustomed to each other this difficulty will disappear, to be followed by satisfactory results. Where a back is a good dodger he can often fool opponents by making a false start in one direction and then following it up with a real start in another. This ability is natural, and no coaching can develop it except where the player has in him the crude qualities.

One thing, however, every back can be taught, and that is

that he shall never run back. Running back in back-field work is even more fatal than in ordinary scrimmage play. Another thing to be borne in mind is that under no circumstances can a back use his "straight-arm" more effectually than in the broken field running that forms such a big part of back-field work. Here it is that opponents are usually few and the time comparatively long for shifting the ball from one hand to the other in order to do this warding off.

With this we may be said to have covered, after a general fashion, the topic embraced under the main title, and therefore to have completed this article. One thing yet remains to be said, however, and that is that no back who wishes to get the most out of these suggestions can hope to do so unless he first puts into himself the right spirit, and follows it up with staunch obedience to his training rules.

Signals

BY ROCKWELL AND HOGAN,
Quarter and Tackle of Yale Team, 1902.

The first essential in any system of signals is simplicity. An intricate and complicated system always militates against the team using it; the quarter is troubled in framing his signals and the speed which should accompany successful play is impossible. The confusion and uncertainty of the quarter affects the other members of the team; they do not jump into the plays with the dash and vim which characterize a team confident of its signals and receiving inspiration from the knowledge that the whole team is working on the same play. It does not follow because your system is simple, that your opponents will make it out. The chances are very much against their doing so, and while they take their attention from the play to watch your signals you gain such advantage over them as will enable you to push your plays so successfully as to give them something else to think of save your signals. Yet in spite of the extreme improbability of discovering your signals it may happen that your team will be discouraged and its play materially affected by believing that your opponents are playing its signals. So, in all the systems given in this article, provision is made for a change, which should be made immediately in such a case; a change which is in keeping with the simplicity of the system and yet sufficient to regain the confidence of your team.

In any system of signaling there are always two considerations: the quarter, or whoever calls the signals, and the rest of the team. The system should be such as will enable the quarter

to give the plays quickly and accurately. There should be no hesitation whatever on the quarter's part. He should practice calling off the plays to himself until he has every one in his control and can use any of them when he needs it. Not only should there be no hesitation on the part of the quarter, but the rest of the team also should grasp the play as soon as it is called. The play originates with the quarter and so is perfectly evident to him, but it should also be clear to the team just as soon as the signal denoting it is given. Very often you will see the quarter call the signal and then wait till the rest of the team understands it before receiving the ball from the centre. There should be no wait. The system should be one to enable the whole team to get the play immediately the signal is called. On the speed with which the ball is put into play depends to a considerable extent the success of the offensive work of the team and, therefore, it is most essential that there should be no unnecessary delay after the signal is called. All the systems taken in this article have those ends in view. They have all been tried and found to conform to the demands of any situation.

For the sake of clearness the different systems are numbered as Code I, Code II, etc. In the diagrams the black solid square denotes the player taking the ball; the heavy, continuous line the direction which he takes; the zig-zag line shows how the ball reached him and the dotted lines the directions taken by the other players, save the one carrying the ball. The dotted squares indicate changes in position assumed by the players in such a play as a wing-shift, etc.

To indicate the positions the following abbreviations have been adopted: L. E., left end; R. E., right end; L. T. left

tackle; R. T., right tackle; L. G., left guard; R. G., right guard; C., center; Q., quarter-back; L. H., left half-back; R. H., right half-back; F. B., full-back.

For Code I a letter system is taken, having as a base a word, or combination of words, containing either ten or eleven letters, in which the same letter does not occur twice. It may be either ten or eleven, as the center may or may not be denoted by a letter. Such words as f-o-r-m-i-d-a-b-l-e, d-a-n-g-e-r-o-u-s-l-y, i-m-p-o-r-t-a-n-c-e, or combinations like p-r-i-v-a-t-e-b-o-d-y, c-h-a-r-g-e-d-w-o-r-k, c-o-n-v-i-c-t-l-a-m-p—any word or combination in which the same letter does not occur twice and which has ten or eleven letters. Take the combination H-a-n-o-v-e-r—C-i-t-y, and beginning with the left end give each position a letter.

H A N O V E R C I T Y
 L.E. L.T. L.G. C. R.G. R.T. R.E. Q. L.H. F.B. R.H.

The letters H, A, N, V, E, R, stand for holes thus:

H—Means end run around your own Left End.

A—Means play through Left Tackle, either inside or outside his position.

N—Means play through Left Guard.

V—Means play through Right Guard.

E—Means play through Right Tackle, either inside or outside his position.

R—End run around your own Right End.

Let the first letter given in the signal indicate the player who is to carry the ball and the next letter the hole or direction in which the ball goes. For example, let the letters called in the signal be: I, A. The play indicated is the Left Half-back through Left Tackle. Naturally the quarter would call more letters than those merely required to denote the play, so this signal might run in such a way as. "I—A—B—C—D." The last three letters only helping to prevent the signal from being discovered. The following is a diagram of the play:

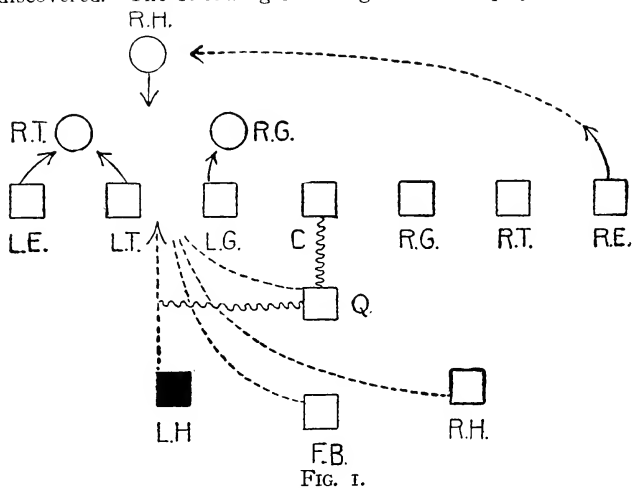


FIG. 1.

Your L. T. and L. E. push the opposing R. T. (designated in the diagram by a circle) back. Your L. H. follows straight behind your L. T. with the Q., F. B. and R. H. holding him on his feet and pushing him through the hole. The linemen charge straight at their opponents with the exception of the R. E., who goes in front of his own line and tries to get hold of the man with the ball and pull him along.

Let the signal given be: "Y—E—A—R." The play is the R. H. through R. T. Fig. 2 shows the play.

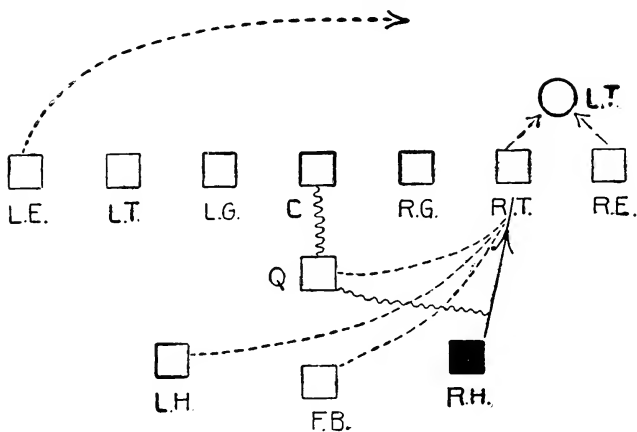


FIG. 2.

Here your R. T. and R. E. push the opposing L. T. back and the L. E. runs in front of his own line, as did the R. E. in Fig. 1, and pulls the man with the ball. For the duty of the other men see the explanation after Fig. 1.

Let the signal given be: "T—V—I—S—T." The play is your F. B. through your R. G. Fig. 3 shows this play.

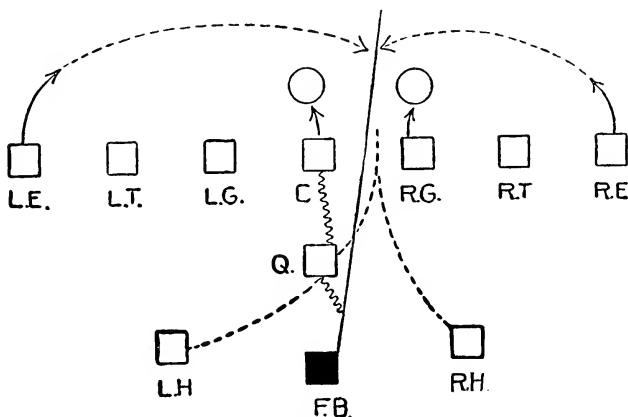


FIG. 3.

Here your R. G. with the assistance of R. T. pushes the opposing L. G. back. The F. B. get the ball from Q., who must be careful to get out of his way, and follows straight behind the R. G. Your R. H. and L. H. should keep him on his feet after he has met opposition and the two ends, both of whom should have come around in front of their own line, ought to pull him through the grasp of opposing tacklers. All the linemen should push their opponents back and away from the man with the ball.

Suppose the signal is: "T—N—O—K—B." The play is the F. B. through L. G., as shown in Fig. 4.

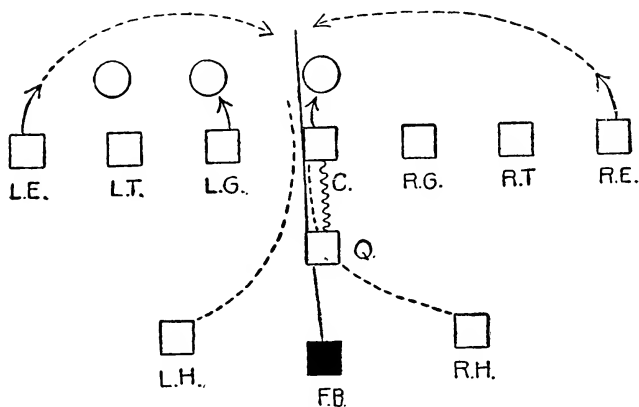


FIG. 4.

This play is exactly similar to that shown in Fig. 3 save that the L. G. and L. T. are the men who make hole by pushing the opposing R. G. out of the way.

Suppose the signal called is: "I—E—D—C—B." The play is the L. H. through R. T., a cross-buck. Fig. 5 shows the play.

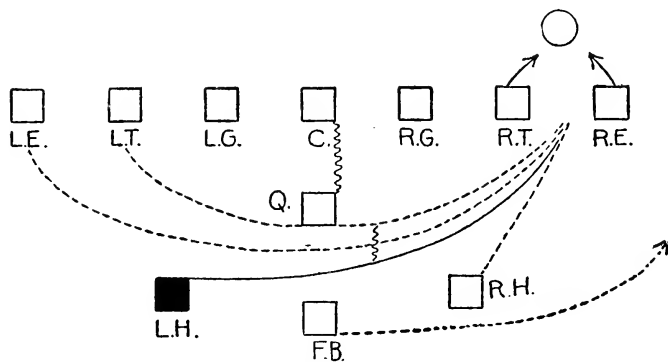


FIG. 5.

In this play your R. T. and R. E. get the opposing tackle **out** of the way; the R. H. goes straight into the hole, the L. H. carrying the ball next; then the Q. and L. T., who comes around into the play from his position in the line; the L. E. is the last man to follow the play—he makes it safe, watches for fumbles; the F. B. runs straight out from his position and keeps the opposing L. E. from getting the play.

Let the signal be: "Y—A—R—D—S." This is your R. H. through L. T. The L. T. and L. E. make the hole; R. T. and R. E. follow around into the play. Fig. 6 shows this play, which is the same as that in Fig. 5, only on the opposite side of your line.

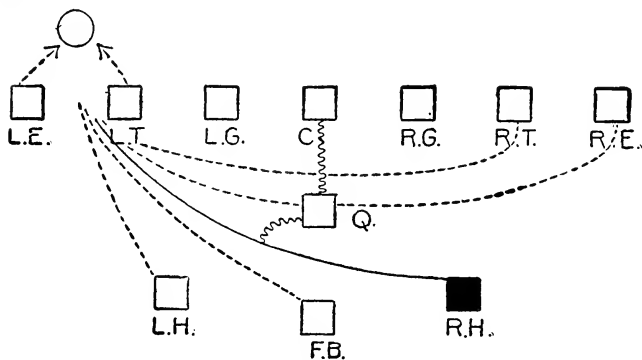


FIG. 6.

Let the signal be: "Y—H—A—B—K." This is your R. H. around your L. E., as shown in Fig. 7.

In case you wish your R. T. to carry the ball through the opposite tackle the signal will be: "E-A-R-I-Y." This play is shown in Fig. 9.

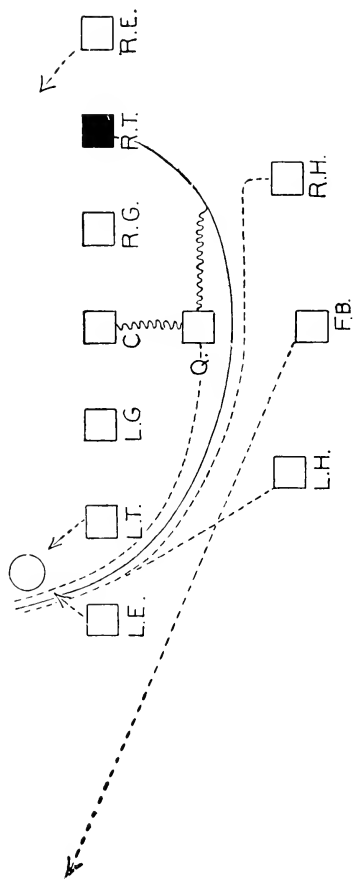


FIG. 9.

In this play your L. E. and L. T. charge the opposing tackle-back; L. H. goes straight into the hole thus made; the Q. helps the R. T. to turn, and should direct him after the ball has been passed to him, so that he will be sure to get into the hole that has been made by the L. E. and L. T.; the R. E. should prevent the opposing L. T. from following your R. T. As soon as the latter leaves the line he should step into his place and keep his opponent from chasing the play around. The F. B. should prevent the R. E. from getting the play, just as he has done in Figs. 7 and 8.

The signal for the L. T. through R. T. would be: "A-E-D-H-I." This play is the same as that shown in Fig. 9, only on the other side of the line. It is made sufficiently plain in Fig. 10.

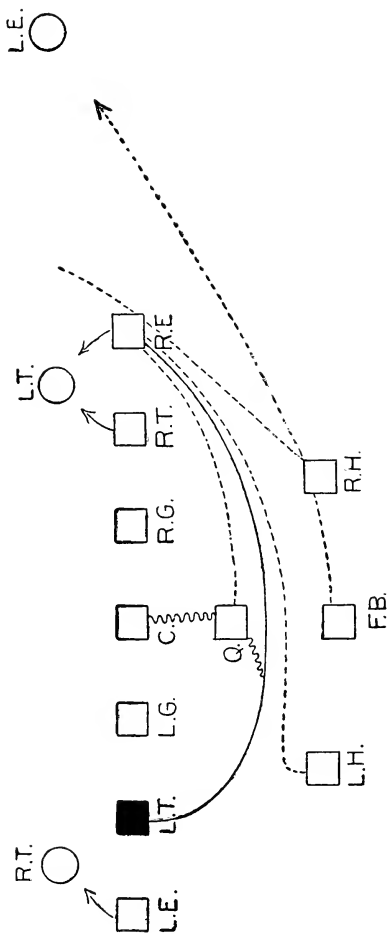
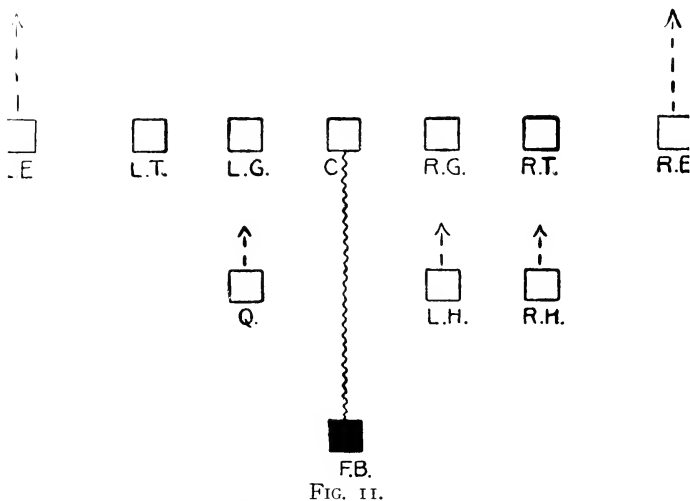


FIG. 10.

In Code I the signal for a kick could be any letter not in the combination you adopt as your key. Suppose the letter B denotes a kick. Then the full signal for the F. B. to kick the ball would be: "T—B—C—A—O." In Fig. 11 is seen the formation now commonly adopted for a kick.



The two ends get well outside their Tackles and as soon as the ball is snapped, go straight down the field. The L. T. jostles the opposing Tackle and then goes down. The other linemen should hold their opponents long enough to ensure the F. B.'s having time to get the kick off in safety. The Q., L. H. and R. H., leaning forward on their hands, in the positions shown in Fig. 11, protect the F. B. from anyone who may succeed in breaking through the line.

The simple plays have now been given in Code I. These are

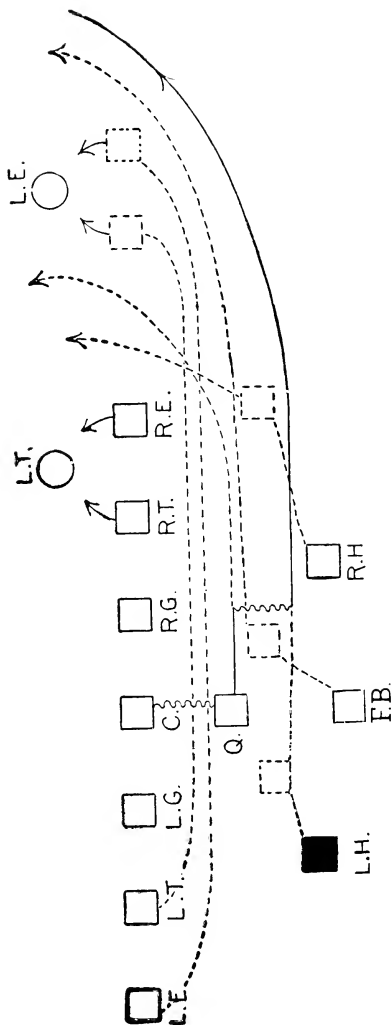
the plays which every team must be absolute master of. They may be played in every part of the field and on their success depends to a great extent the success of your team.

The following diagrams illustrate plays intended to puzzle your opponents and which they may not be prepared to meet. However, they should not be practiced until your team has mastered the simple plays. Too often will a team depend for success on tricks and fancy maneuvers, neglecting the steady, straight foot ball that is the hardest to withstand when played properly, only to be doomed to disappointment as a result.

A SIGNAL FOR A WING SHIFT

(USING CODE I.)

The Quarter may call out "Formation A," if the play is to go on the left of centre; "Formation B," if the play is to go on the right. (See Fig. 12.) Then, either the regular signal for an end run or a signal for a quick drive into line following a feint at an end run. (Fig. 13.)



This signal might be "Formation B"—"I—R—T—C—K." L. E. and L. T. wheel over again, opposing L. E.; at the same time the backs alter their positions, as shown in the figure by dotted squares. L. H. receives ball from Q. as in Fig. 13.

The success of the play depends upon the quickness and speed of the man carrying the ball. Whether successful or not, it will tend to spread out and "open up" the opponent's line. Then signal for the same formation and send the F. B. into the line.

The team lines up in regular formation as in Fig. 1. The signal given, the line sidestep to the right two positions, as in figure; the L.T. then becomes centre, Q. and L.H. keep their position while the F.B. and R.G. alter position with the line men. Now, we have seven men on our right wing, as opposed to four of our opponents. The play can be a cross buck, as in Fig. 5, or an end

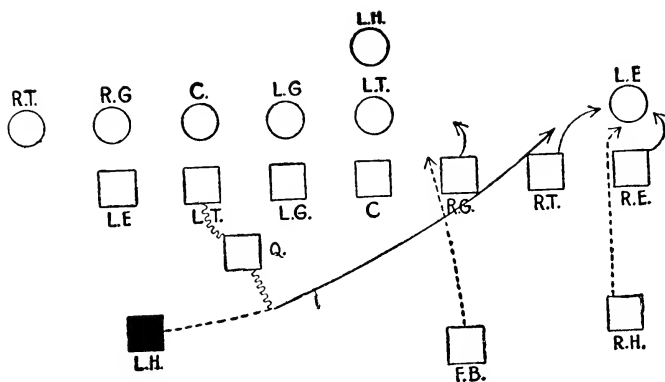
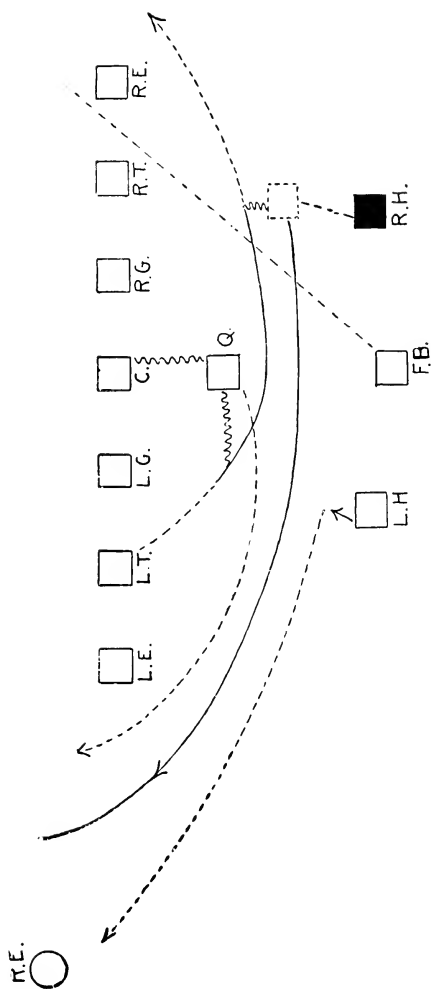


FIG. 14—WING SHIFT. 2ND METHOD.

run, as in Fig. 8. Whatever the play used it is absolutely essential that the play start the instant the shift is made. To perfect this play, both tackles should be drilled in passing the ball to the quarter. Thus, the shift can be ordered either to the right or left, as the case may warrant. There should be daily practice by the entire line in this quick change of positions, so that when the signal is called the play may be executed like a flash.



-A fake tackle run and pass to Half-back. To be used anywhere in the field after Fig. 10 has been worked successfully. L. T. does same as in Fig. 10, but passes to R. H., who has stepped forward in order to better conceal the pass from opponents. F. B. charges on opposing L. T., going in front of R. H. L. H. helps L. T. to make his turn, as in Fig. 10, then turns and blocks opposing R. E. Q. passes to L. T. and makes the interference for R. H. The signal would be: "A--Y--H--E--D."

If the Q. at any time thinks it desirable to change the manner of calling the signals, he may readily do so by having the signal start with the second, the third or the fourth letter, or by not having the signal start till he has called some letter agreed on that is not in the key and is not used in the plays.

CODE II.

A COMBINATION OF LETTERS AND NUMBERS.

Let the F. be the hole between guard and center; H., the hole between tackle and guard; K., the hole just outside tackle; B., end run.

As each letter taken separately stands for the two holes, i. e., F. would mean either the hole between R.G. and C. or L.G. and C., so some method must be adopted to signify which hole is meant. Now, if the signal starts with an odd number, the hole on the left side of center is meant; if it starts with an even number, the hole on the right side is to be the outlet for the play. For example, the signal "3—B," etc., means and end run around your own left end; and "6—B," etc., means an end run around number to the training table early in the season, but make it your own right end. Therefore "3—B," etc., will always mean an end run around your own left end and the right half-back will carry the ball. So the completed signal will be: "3—B—4—M." The number 4 and the letter M mean nothing. The complete signal for the left half-back to carry the ball around your own right end would be: "4—B—11—X." Since the signal starts with an even number it shows that the play is to go on the right side of center and the letter B signifies that the play is an end run.

This code contains but the simple ordinary plays used by every team during the first weeks of practice. There are ten plays in all, not, however, including the kick, and are as follows:

L.H. run around R.E.	4—B
R.H. run around L.E.	3—B
L.H. dive through L.G. and L.T.	7—H
R.H. dive through R.G. and R.T.	12—H
L.H. cross-buck just outside R.T.	14—K

R.H. cross-buck just outside R.T.....	7—K
F.B. dive through R.G. and C.....	6—F
F.B. dive through L.G. and C.....	9—F
L.T. run just outside R.T.	2—6—K
R.T. run just outside R.T.	3—11—K

It will be noticed that the L.H., L.T., R.H. and R.T. carry the ball through the same hole (K). Whenever the L.T. is to carry it the signal will start with two even numbers and whenever the R.T. carries the ball, with two odd numbers. Thus:

Signal: 4—8—K—5—Y. (See Fig. 10.)

Signal: 2—K—9—B. (See Fig. 5.)

Signal: 3—7—K—4—R. (See Fig. 9.)

Signal: 9—K—2—M. (See Fig. 6.)

Signal: 4—B—11—N. (See Fig. 8.)

The absence of letters from signal might indicate a kick; thus:
4—6—7—11. (See Fig. 11.)

CODE III.

A SYSTEM OF NUMBERS ILLUSTRATED.

In this system it will be seen that the even numbers are plays on the right of center and the odd numbers are plays on the left.

4. L.G.	through	R.G.
5. R.G.	through	L.G.
6. L.T.	through	R.T.
7. R.T.	through	L.T.
8. L.H.	around	R.E.
9. R.H.	around	L.E.
10. L.H.	cross-buck through	R.T.
11. R.H.	cross-buck through	L.T.
12. R.H.	straight through	R.T.
13. L.H.	straight through	L.T.
14. F.B.	straight through	R.C.
15. F.B.	straight through	L.C.
16. L.E.	run around	R.E.
17. R.E.	run around	L.E.

Kick: any number over 300.

Now, let the second number given be the key number, the number which represents the play. For instance:

Signal: 6—8—9—27—4 (See Fig. 8.)

Signal: 5—12—21—7 (See Fig. 2.)

Signal: 8—13—42—9. (See Fig. 1.)

Signal: 5—15—8—2. (See Fig. 4.)

Signal: 6—11—43—8. (See Fig. 6.)

Signal: 357—952. (See Fig. 11.)

Etc., etc.

In the last two codes the quarter may readily change the key number at any time and so be certain that his signals are unknown to his opponents.

A SEQUENCE OF PLAYS

It frequently happens that a team, especially a school team, will have one man who has clearly outplayed every opponent he has faced and upon whom the quarter may depend when there is a distance that *must* be gained. Under such conditions a team should have a sequence of plays, i. e., three or more plays previously committed to memory, to be executed in quick succession without a signal. Assuming that the tackle is the steady and reliable man, then, select three or more plays through his position and constantly practice them as a series without any intermission.

A sequence of five plays illustrated:

In Code III.—The second number the **key**:

6—(12)—28—4. (Fig. 2.)

5—(6)—21—9. (Fig. 10.)

2—(10)—7—5. (Fig. 5.)

7—(10)—42—8. (Fig. 5.)

8—(11)—29—6. (Fig. 6.)

If the first four plays are successful the opponents will naturally shift over, to try and "brace up" the weak spot, and the last play is intended to surprise them and is, therefore, sent on the opposite (left) side of the line.

WHEN TO USE THE SEQUENCE

The best time to employ the sequence is in the opponent's territory about twenty-five yards from the goal, when quickness and speed of plays used is so essential to success. Then, too, it is highly probable that the "cheering" makes it hard to hear the signals.

There are various ways to signal the sequences, but a simple and effective way is to have the quarter make some such remark as this: "There's only twenty yards to go, fellows; *stay together now!*" This would mean that the next signal was the first of the sequence and that it would be played without any more direction from the quarter-back.

Too much emphasis cannot be laid on how essential to your team's success is a thorough knowledge of the signals. Every player should know just what he is to do in each play; the very instant the signal is given, he should recognize the play and determine to do what is expected of him. The players, apart from the general practice, should repeat the signals to themselves and get familiar with their individual duties in each play. Confidence is almost essential to success in offensive work, and a team can have but little confidence in its ability to advance the ball till **every one has thoroughly mastered the signals.**

Training for Foot Ball

BY MICHAEL MURPHY,

Director of Athletics University of Pennsylvania.

The days of the extremes of training, both in foot ball and other sports have, at any rate for the time being, gone by. The old-fashioned notion that men must be deprived of everything they wanted for their comfort and go through a period of actual physical suffering has been exploded. Young men, and particularly college men, do not need the severe regimen adopted in the old days, when training was confined only to a certain class and that class one indulging in all sorts of dissipation between times. For this reason treatises on training can be far more brief than in the times when the exact percentage of food stuffs was figured out to a nicety. Moreover, foot ball is one of those fortunate sports which comes at a season of the year when the weather, except in the very early part of it, is not exceedingly hot, but rather bracing, and unless there is something radically wrong with the man, as a rule, during the foot ball season, his appetite should in the main improve.

It is really the nervous tension which has come to be great and it is to the relief of that nervous tension that many of the best friends of the game are looking in hopes that alterations in the rules may improve this condition.

The great majority of the players are not affected by this, but the captain, coach and quarter-back usually pass through periods where the worry is quite extreme, and while it makes little difference to the coach it does affect the captain and quarter-back very materially and with these men, the greatest problem of the training season is to see that they pay less rather than more attention to the sport and get some relaxation at periods.

The general physical condition of the men is in these days looked after both by the trainer and by competent surgeons, so far as injuries are concerned. —

The problem of how much work a man should do and when he should work is one of general consultation between coach, trainer and captain—the trainer's opinion being in the main accepted as final—and as a rule this trio make satisfactory decisions. Sometimes a man is found who is able to deceive all three as to his condition, but not often, and, moreover, such men are usually men whose personal idiosyncrasies are known.

One of the most difficult points in training a foot ball team is to keep them steadily progressing and not have a slump at some disastrous period during the season. Men differ so greatly individually that the accepted method of working the men nowadays is to watch these peculiarities and not try to judge all men by the same rule, but to lay off first one and then another as occasion demands, giving them all an opportunity for sufficient practice, but forcing no man to work too long.

It takes a good deal of time to teach a man modern foot ball and he has to go through a certain period of steady work before he combines the necessary knowledge with the skill; hence an especial reason for consistency in carrying out training development. Foot ball men all need quickness and the work should be devoted to short periods of snappy play rather than long periods which get the man into the bad habit of playing slowly because he is tired.

A foot ball player beyond all else needs to have a sort of superfluous energy to draw upon at the time of his match and to exhaust this is to make a very serious mistake. The men should, therefore, be very carefully watched in order to see that the work is not at the expense of this energy, which must be called upon at a critical time. No man should find himself in a game without a feeling that he would at least like to make a touchdown whether it is possible or not, and the making of touchdowns is practically impossible if the man's physical and mental condition is such as to leave him without desire to do so.

The first problem in the season that faces captain, coaches and trainers is that of making selection from a great mass of material. This material will be scattered over three or four differ-

fields and in all sorts of physical condition, as some men take care of themselves during the summer while others do not. A coach may easily be deceived by lack of condition in a man who, when in shape, would play a strong game. For this reason critical watching and very likely some inquiry as to the past performance of the man is very advisable. As soon as the material has begun to be sifted it becomes necessary to sort out a part of it for the 'Varsity, but it is wise not to take a great many men to a training table early but make this rather a reward of merit in a way, at the same time taking possibly the absolutely sure men who are not likely to have the best of living otherwise.

All this matter is a question of judgment and a little study and reflection on the subject is returned many times over in the results later in the season. It is hardly worth while, although I know it has been adopted by some trainers, to put men who are going to play foot ball through special courses of gymnastics, unless it may be for some special weakness of the individual. It is certainly a good plan for foot ball men to be handled by a track trainer in learning to start quickly. Gymnasium apparatus, however, is not proving very successful for general teams. A little setting up work in the early part of the season is often a good thing and some running, but after the season is once under way the men have plenty to do without taking these special exercises, except it may be to reduce the weight of a man who is very heavy. Running around the field for men who are temporarily laid off, and for the whole squad in the early part of the season, is a good thing.

Another great problem is to keep enough backs and, since the introduction of the new rules, bringing in the on-side kick and forward pass, ends as well, to last through the season. The backs are usually lighter than the forwards and being given a good deal more of the running work to do (and this is particularly true under the new rules where the men behind the line will have to do a good deal of line hammering without heavy interference) is rather apt to call for all the material that a coach and trainer can keep going. And even then at the end of the season the good men are scarce. The first part of the season the practice ought to be very short—

four or five minutes—and the team worked up to longer periods as the weather grows cooler and they improve in condition. By mid-season they should be able to play two fifteen-minute halves with ease, and if possible a fifteen and a twenty-minute half. By November they should be able to stand a slightly longer period in order that by the time of the big games they may be able to go the necessary two thirty-five minute halves.

As to protectors for the players, it is well worth while to use such protectors as are likely to save the players from injury, but of late it is feared too much has been done in this way so that the players were rendered rather less plucky, and, moreover, in some instances were probably made tender. Under the present rules the doing away with the heavy head protectors will be a great step in advance and will probably save many injuries. Nose guards are rather difficult to breathe through, but properly arranged are not dangerous. Protectors for the thigh and shins are good things and if a man receives an injured shoulder some kind of protection there is also advisable.

So far as foot ball is concerned a strict diet is not essential, but the men should not be permitted to smoke, nor should they be given alcoholic drinks except for medicinal purposes or when a man is very tired. The living should be plain and substantial and every effort made to have his training table attractive and the food appetizing.

What a Foot Ball Player Needs

As the action of the game centers around the ball, it is necessary that the latter should be of perfect construction, of finest material and well put together; such is the Spalding Official Rugby Foot Ball No. J5—the only official foot ball. It is used in every important match, because the players know that it is absolutely dependable and its record of nearly a quarter of a century of use in all the prominent games without the bursting of a single ball is the best evidence of the care that is taken in the Spalding factory to see that each ball lives up to the guarantee of the Spalding trade mark.

The price of the Spalding Official Rugby Foot Ball, No. J5, is \$5.00, an inflater, lacing needle and rawhide lace being packed with each ball. It is guaranteed absolutely if the seal on the box in which it has been packed has not been broken. The next best ball to the No. J5 is the Spalding "Rugby Special," which is made of specially tanned imported grain leather and is undoubtedly superior to many of the imitations of the Official No. J5. Each ball is put up in a sealed box, with guaranteed bladder and rawhide lace. The price of the Spalding "Rugby Special" No. A, is \$3.50. Six other balls comprise the Spalding line, each the best value for the money that an experience of thirty years knows how to produce and they range in price from \$3.00 down to \$1.00.

FOOT BALL CLOTHING.



Speed is now the first requisite of a team and the old moleskin trousers are being succeeded by the lighter canvas style. A pair of the latter, made of extra quality brown canvas, soft finish, well padded, and with cane strips at the thighs, costs \$1.75; other good qualities cost \$1.50, \$1.00, and 75 cents. For those who prefer the moleskin, however, Spaldings use a material that is manufactured for foot ball purposes exclusively and padded with curled hair and with cane strips at the thighs. These cost \$5.00 per pair.

Jerseys have largely superseded the canvas jackets for foot ball, but the latter are still made for those who prefer to use them. They cost 40 cents, 50 cents and 75 cents, according to quality, in sleeveless style. The canvas jacket is often used in a combination suit—known as the Spalding Union "Varsity Suit"—the jacket and trousers being connected by a broad elastic belt. The suit conforms to each movement of the wearer's body, and makes an ideal outfit in every way. It costs \$5.00. Jacket, trousers and belt may also be bought separately, the jacket costing \$1.25 or \$1.50, according to whether reinforced or not; the trousers, \$2.50 and the belt \$1.50.

Although the roughness of the game has been practically eliminated by the new rules, still shin pads and shoulder guards are sometimes needed. Shin guards cost \$2.00, \$1.50, \$1.00, 50 cents and 40 cents per pair, and shoulder and elbow guards cost 25 and 50 cents each. An improved style costs \$1.00 and a still better one—invented by Glenn S. Warner, of Cornell, \$2.50 each. Mr. Warner is also responsible for a combined leg, knee and shin guard, which costs \$5.00 each, according to quality.

The old style head harnesses that used to be so hard and heavy have now been retired in favor of lighter and more pliable models. Spalding has produced a new one this year that gives complete protection and yet is almost as light as a feather on the head. The very best kind made costs \$5.00, and very good ones may be had for \$3.00, \$2.50, \$2.00 and \$1.00 each.

As before noted, jerseys are superseding the old style canvas jackets. The very best Spalding jersey made costs \$4.00. It is fashioned or knit to exact shape on a machine and then put together by hand, an altogether different process from that usually followed in the manufacture of jerseys, the latter process consisting of cutting them out of a piece of material and then sewing them together. Other good Spalding Jerseys can be obtained for \$3.00, \$2.50, \$2.00, \$1.25 and \$1.00.

Spalding sweaters have been long and favorably known in the athletic world, their No. AA sweater being the heaviest sweater made and is controlled exclusively by them. It costs \$8.00 each. Other good sweaters, in the same grade, but not so heavy, cost \$5.00 and \$6.00 each.

Spalding Foot Ball Shoes are recognized as standard by foot ball players everywhere. They are made by shoemakers who do nothing else but make athletic shoes from year end to year end, and who become thoroughly familiar with the various details of what is needed by the athlete, who is necessarily more particular with his requirements for an athletic event—on which so much depends—than he might be with his ordinary everyday footwear. The very best

Spalding shoe costs \$7.50, and is exclusively bench made, while excellent and serviceable foot ball shoes at a lower price are the Spalding 'Varsity at \$5.00 per pair; the Club Special at \$5.00 and the Amateur Special at \$3.50. The 'Varsity is equipped with the Spalding Foot Ball Ankle Brace, which was designed by the famous Mike Murphy, the celebrated trainer of the University of Pennsylvania. It absolutely prevents turning of the ankle and affords almost absolute protection against the spraining of ankles and at the same time does not slow up the player. When bought separately they cost 50 cents per pair.

Space does not permit a complete enumeration of all the articles in which a foot ball player may be interested, but the complete line, with pictures and prices can be found in the Spalding catalogue, which will be sent free anywhere upon request by addressing any Spalding house—of which there are twenty scattered throughout the United States and Canada, a list of which will be found on the inside cover of this book.



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Basket Ball, Official.....	7	7
Collegiate.....	7	312
Women's.....	7	260
Basket Goal.....	6	188
Bowling.....	8	8
Boxing—A. A. U., Marquis of Queensbury, London Prize Ring.....	14	162
Canoeing.....	13	23
Children's Games.....	11	189
Court Tennis.....	11	194
Cricket.....	3	3
Croquet.....	11	138
Curling.....	11	14
Dog Racing.....	12	55
Fencing.....	14	165
Foot Ball.....	2	2
Association (Soccer).....	2	2 ▲
English Rugby.....	12	55
Rugby (Ontario R. F. U., Quebec R. F. U., Canadian I. C. F. B. U.).....	2	303
Golf.....	5	5
Golf-Croquet.....	6	188
Hand Ball.....	11	13
Hand Polo.....	10	188
Hand Tennis.....	11	194
Hitch and Kick.....	12	55
Hockey.....	6	304
Ice.....	6	6
Field.....	6	154
Garden.....	6	188
Lawn.....	6	188
Parlor.....	6	188
Ring.....	6	180
Ontario Hockey Association.....	6	256
Indoor Base Ball.....	9	9
Intercollegiate A. A. A. A.....	12	307
Interscholastic Athletic Association (New York).....	12	308
Lacrosse.....	11	201
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Polo (Equestrian).....	10	199
Polo, Water (A. A. U.).....	12	311
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Professional Racing, Sheffield Rules.....	12	55
Public Schools Athletic League Athletic Rules.....	12	313
Push Ball.....	11	170
Push Ball, Water.....	12	55
Quoits.....	11	167
Racquets.....	11	194
Revolver Shooting.....	12	55
Ring Hockey.....	6	180
Roller Polo.....	10	10
Roller Skating Rink.....	10	10
Roque.....	11	271
Rowing.....	13	128
Sack Racing.....	12	55
Shuffleboard.....	12	55
Skating.....	13	209
Snowshoeing.....	12	55
Squash Racquets.....	11	194
Swimming.....	13	177
Tether Tennis.....	11	188
Three-Legged Race.....	12	55
Volley Ball.....	6	188
Wall Scaling.....	12	55
Water Polo (American).....	12	311
Water Polo (English).....	12	55
Wicket Polo.....	10	188
Wrestling.....	14	236
Y. M. C. A. All-Round Test.....	12	302
Y. M. C. A. Athletic Rules.....	12	302
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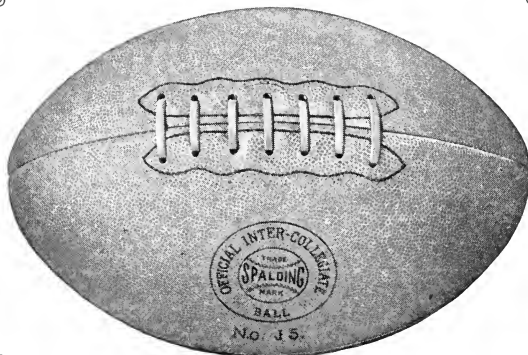
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THE SPALDING OFFICIAL INTERCOLLEGIATE FOOT BALL



THIS is the **ONLY OFFICIAL RUGBY FOOT BALL**, and is used in every important match played in this country. **Guaranteed absolutely if seal of box is unbroken.** We pack with leather case and pure Para rubber bladder, an inflater, lacing needle and rawhide lace.

No. J5. Complete, \$5.00

THE SPALDING GUARANTEE means that we stand back of our promise to deliver a perfect article. We do *not* guarantee against abuse or ordinary wear. In a foot ball, if there is any imperfection in material or workmanship not apparent upon first inspection, it will certainly show during the first game or in preliminary practice, and, if it does, the ball should be returned to us at once. We will *not* replace any ball that shows from its appearance that it has been abused or one that has simply been worn-out.

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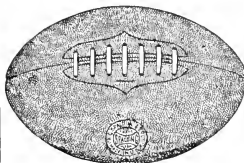


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The Spalding Rugby "Special"



Made of specially tanned imported grain leather. Superior in style and quality to the many balls put on the market in imitation of our Official No. J5 Ball. Each ball put up in a sealed box with guaranteed bladder and rawhide lace.

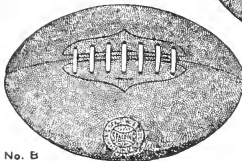
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Rugby "Special" Foot Ball
Each, \$3.50



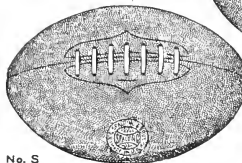
SPALDING RUGBY FOOT BALLS

No. B. Selected fine grain leather case. Each ball packed complete in sealed box with guaranteed bladder and rawhide lace. Regulation size. Each, \$3.00



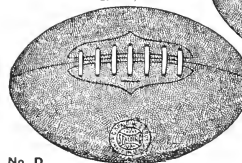
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No. S. Good quality leather case, pebbled graining. Each ball packed complete with guaranteed bladder in sealed box. Regulation size. Each, \$2.00

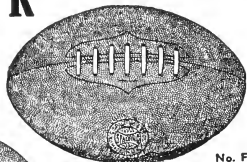


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No. D. Leather case, pebbled graining. Each ball is packed complete with guaranteed bladder in sealed box. Regulation size. Each, \$1.25

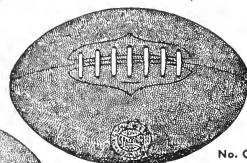


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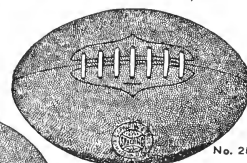
No. F.

No. F. Grained cowhide case of excellent quality. Each ball packed complete with guaranteed bladder and rawhide lace in sealed box. Regulation size. Each, \$2.50



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The Spalding Head Harness

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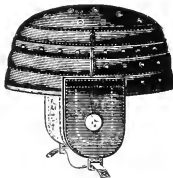
Our Head Harness really protect. They are endorsed by the most prominent trainers in this country. All Spalding Head Harness conform exactly to Rules of Intercollegiate Association.



No. A

No. A. Firm tanned black leather, molded to shape, perforated for ventilation, leathersweat band and well padded. Adjustable chin strap. This head harness presents a perfectly smooth surface, and, while giving absolute protection, is one of the coolest and lightest made. When ordering, specify size of hat worn.

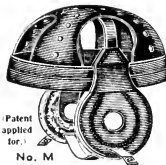
Each, \$5.00



No. B

No. B. Soft black leather top and sides, soft leather ear pieces, adjustable chin strap. Top padded with felt, leather sweat band and well ventilated. Sides stitched and felt padded with canvas lining. When ordering, specify size of hat worn.

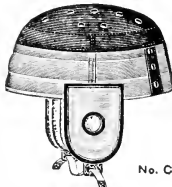
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No. M

No. M. Soft, good quality black leather, unpadded. Has adjustable ear pieces, gives necessary protection, and at the same time is one of the most comfortable and satisfactory styles of head harness that we have ever made.

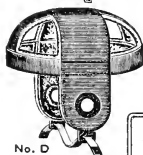
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No. C

No. C. Soft black leather top, well ventilated; moleskin sides and ear pieces, elastic chin strap. Nicely padded with felt, has leather sweat band and is substantially made. When ordering, specify size of hat worn.

Each, \$2.00



No. D

No. D. Brown canvas, nicely padded, but very light and cool to wear. When ordering, specify size of hat worn.

Each, \$1.00

Morrill Nose Mask

(Patented Sept. 29, 1891.)



None genuine which do not bear the name of Morrill and the date of patent. Morrill's Nose Mask is made of the finest rubber and no wire or metal is used in its construction. It has become



a necessity on every foot ball team, and affords absolute protection to the nose and teeth.

- No. 1. Regulation style and size. Each, 50c.
- No. 1B. Regulation style, youths' size. 50c.
- No. 0. Full size, with adjustable mouthpiece. Each, 75c.
- No. 0B. Youths' size, with adjustable mouthpiece. Each, 75c.

Spalding Rubber Mouthpiece



This mouthpiece is made of best quality Para rubber. Gives perfect protection to the mouth and teeth.



- No. 2. Mouthpiece. Each, 25c.
 - No. A. Adjustable Mouthpiece separate, same as supplied with Nos. 0 and 0B Nose Mask. 25c.
- In ordering, specify whether required for No. 0 or No. 0B Nose Mask.

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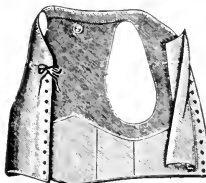
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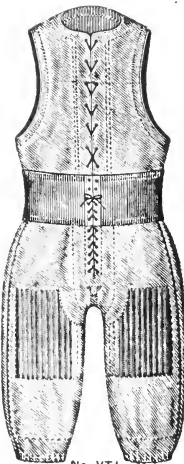
Showing No. VK Jacket. Note reinforcement and extra large arm holes.

Worn by the players on practically every foot ball team of any prominence in the United States. They are made right, feel comfortable and wear like iron.

**Spalding Special 'Varsity Foot Ball
Jackets - Sleeveless**

We make two styles of jackets, both sleeveless, in this grade. The illustration will show some of the features of the VK style, which is made according to the very latest ideas. Arm holes, particularly, are made extra large, and there is a heavy reinforcement running all around them and around neck and back to give additional strength where it is most needed and to support lacing at edges.

No. VK. Jacket, sleeveless. . . Each, **\$1.50**
No. VJ. Jacket, sleeveless, regular style, with out reinforcements. . . Each, **\$1.25**

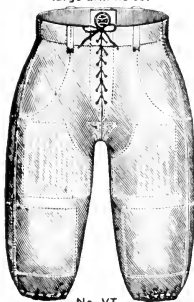


No. VTJ

**Spalding Special 'Varsity Foot Ball
Trousers - Padded**

The hips and knees are properly padded, according to our improved method, with pure curled hair, and the thighs have cane strips. Absolutely best grade throughout.

No. VT. Per pair, **\$2.50**



No. VT

The Spalding 'Varsity Union Suit

Made up of our 'Varsity No. VT Pants and No. VJ Jacket, connected by a substantial elastic belt. This suit will give excellent satisfaction. It conforms to each movement of the body and makes an ideal outfit in every way

No. VTJ. 'Varsity Union Suit. Price, **\$5.00**

Sleeveless Foot Ball Jackets

- No. 1. Special brown canvas, soft finish, sewed with the best and strongest linen; hand made eyelets for lacing. Each, **75c.**
- No. 2. Good quality brown canvas. Well made throughout. **50c.**
- No. 3. Brown canvas, well made. **40c.**

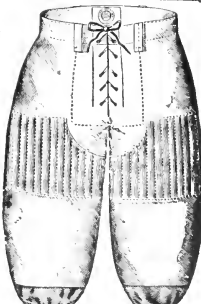
Foot Ball Pants - Moleskin

No. OOR. Padded. Drab moleskin, manufactured expressly for the purpose. Hips and knees are padded according to our improved method with curled hair, and the thighs have cane strips. Pair, **\$5.00**

Foot Ball Pants - Canvas

No. 1P. Extra quality brown canvas, soft finish, well padded throughout and cane strips at thighs. **\$1.75**
No. 2P. Good quality brown canvas, well padded and real cane strips at thighs. Per pair, **\$1.50**
No. BP. Brown drill, correctly padded. **1.00**

No. XP. Heavy white drill, well padded. **.75**



Padding on Nos. OOR, 1P, 2P

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ACCEPT NO
SUBSTITUTE**

REG. U. S. PAT. OFF.

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Spalding Foot Ball Shoes

Spalding Foot Ball Shoes are worn by the players on every college and school team of any importance in this country, and notably by the following most successful teams: Yale, Princeton, Cornell, University of Pennsylvania, Carlisle, West Point, Annapolis, Michigan, Chicago, Illinois, Wisconsin, Minnesota, Nebraska, Indiana, Iowa, California, Leland Stanford.



No. A2-0. Front View

No. A2-0. Side View

No. A2-0S. Side View.

Showing Arrangement of Cleats

No. A2-0. Recognized as standard by foot ball players everywhere. Finest kangaroo leather with circular reinforce on sides. Hand welted; a bench made shoe. Per pair, **\$7.50**

No. A2-0S. Sprinting Shoe, extremely light; same quality as our No. A2-0. Per pair, **\$7.50**



No. A2-M

No. A2-S

No. A-3

No. A2-M. The 'Varsity Shoe. Finest black calfskin; thoroughly made. Equipped with Spalding Foot Ball Ankle Brace. Will give excellent satisfaction. Per pair, **\$5.00**

No. A2-S. The Club Special Shoe. Sprinting Shoe, extremely light; black calfskin, good quality, very well made. Per pair, **\$5.00**

No. A-3. The Amateur Special Shoe. Black calfskin, good quality, machine sewed. A very serviceable shoe. Per pair, **\$3.50**

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SPALDING PATENTED SHIN GUARD

(PATENT APPLIED FOR)



We claim that this shin guard is made according to the only correct principles, in that:
FIRST—It is built to *prevent* contact with the sensitive shin bone, rather than to *attempt* to soften a blow by piling on padding.
SECOND—It is thoroughly ventilated, making it the most comfortable to wear of any.
THIRD—It is extremely light in weight, simply consisting of elkskin ventilated leg-piece with molded "barbette" piece and soft tanned leather fastening straps.

No. 30. Per pair, **\$2.00**

Spalding Foot Ball Shin Guards



No. 60

No. 60. Covering of black leather, backed up with real rattan reeds; felt padding. Leather straps and binding.

Pair, **\$1.50**

No. 12. Made of pebbled sheepskin, well padded and with black leather straps.

Pair, **\$1.00**

No. 9. Canvas, length 11 inches, with reeds. Pair, **50c.**



No. 9

No. 8. Canvas, length 9 inches, with reeds. **40c.**

Spalding Leather Covered Pads



No. 1



No. 2

These adjustable pads are hand made and considerably better than any we have ever furnished before. The shoulder pads are made extra long so as to give full protection. Can be readily attached to any part of a jersey, but are especially adapted to the shoulders and elbows. Covered with tan leather and tufted padding of a new material which has all the softness of curled hair and the durability of felt.

No. 1. Shoulder Pad. Each, **50c.** Pair, **\$1.00**

No. 2. Elbow Pad. **50c.** " **1.00**

Same as above, but covered with brown canvas instead of leather.

No. 3. Shoulder Pad. Each, **25c.** Pair, **50c.**

No. 4. Elbow Pad. **25c.** " **50c.**

Spalding Improved Shoulder Pad



No. B



No. D

Designed by Glenn S. Warner of Cornell. This pad is made to fit the player's shoulder. It is heavily padded both inside and out with wool felt in exact accordance with decisions of Rules Committee, and meets with the hearty endorsement of every player and trainer who has examined it.

No. B. Each, **\$2.50**

Made with soft black leather covering, padded with heavy felt and fitted with adjusting laces and elastic. Selvage left for attaching to jersey.

No. D. Each, **\$1.00**

Spalding Leg, Knee and Shin Guard

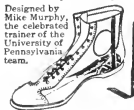
Made after model of Glenn S. Warner, Cornell, and gives perfect protection with absolute freedom of movements. Heavily covered with wool felt both inside and out.

No. C. Each, **\$5.00**



Spalding Foot Ball Ankle Brace

Designed by Mike Murphy, the celebrated trainer of the University of Pennsylvania team.



The brace is made of two pieces of finely tempered steel, jointed. It absolutely prevents turning of the ankle and has been most thoroughly tested in actual play by the Yale team. Can be put in your shoe by any shoemaker.

No. 23. Ankle Brace. Per pair, **50c.**

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Spalding Foot Ball Tackling Machine and Releasing Attachment

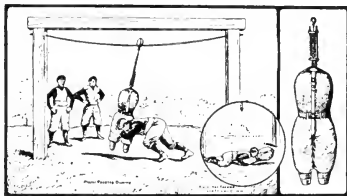
Uprights and cross-beam can be purchased at any saw-mill. Prices for all other equipment necessary we list below. Will furnish on application blue prints showing how apparatus should be set up.

Tackling Dummy—Heavy 10-oz. brown canvas, without joining at waist, reinforced at bottom with heavy sole leather. Complete with heavy leather encircling strap for special reinforcement. Each, **\$15.00**

Releasing Attachment—With pulley block to run on cross rod and spliced to connecting rope. **\$10.00**

Steel Cross Rod—Threaded at both ends, complete with nuts and washers. Each, **\$7.50**

At many of the prominent colleges a pair of foot ball trousers are put on the dummy and held secure by the encircling strap which we furnish with dummy.



Lawson Foot Ball Timer

A continuous timer, arranged so that an entire half may be timed accurately, stopped during interruptions, and started again when play is resumed. Can be used also for timing other athletic events. Nickel case. Each, **\$2.50**



Guaranteed Rugby Foot Ball Bladders

No. **OR.** For No. J5 Ball. **90c.**
No. **P.** For Nos. A. & B and F Balls. Each, **75c.**
No. **R.** For Nos. S, C, D and 25 Balls. Each, **50c.**



All rubber bladders bearing our Trade-Mark are made of Pure Para rubber and are guaranteed perfect in material and workmanship. Note special explanation of guarantee on tag attached to each bladder.

No. **R.** Rawhide Foot Ball Lace. Each, **5c.**

Foot Ball Lacing Needle

No. **N.** Made of annealed steel wire. Each, **5c.**

"Club" Foot Ball Inflater

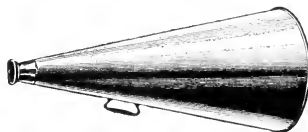


No. **2.** Made of polished brass, nickel-plated. Extreme length closed, 13½ inches, cylinder 10 inches long and diameter 1½ inch. Each, **50c.**

Pocket Foot Ball Inflater



No. **3.** Made of brass, nickel-plated and polished. Cylinder 5½ inches long, diameter ½ inch; extreme length closed, 7¼ inches. Each, **25c.**



The Spalding "Long Distance" Megaphones

Are made of a fiber board, scientifically prepared and shaped to increase the resonant qualities, and chemically treated to retain this feature under all conditions of weather. On the water or shore, or in any open country where there are no obstructions and no local sounds to interfere, it is not difficult to talk and hear to and fro over a distance of a mile with our "Long Distance" Megaphones, while a loud call or hail can be heard about two miles. Voices and other sounds from a distance, which would otherwise be inaudible, can be heard with great distinctness when using the instrument as a receiver.

"Long Distance" Prepared Fiber Cones

No. **1.** 15-in. Cone. Each, **\$1.50** No. **3.** 40-in. Cone. Each, **\$3.50**
No. **1½.** 22-in. Cone. **2.50** No. **5.** 48-in. Cone. **7.00**
No. **2.** 30-in. Cone. **2.50** No. **7.** 60-in. Cone. **10.00**
No. **2½.** 34-in. Cone. **3.00**
Stands only, for Nos. 3, 5 and 7, extra. Each, **\$3.00**

Waterproof Cones (for Cheering, etc.)

No. **O.** 12-in. Cone. Each, **25c.**
No. **OX.** 20-in. Cone **50c.**
No. **CX.** Coxswains' Megaphones, complete with head harness, **\$1.50**

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**THE SPALDING
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THE SPALDING TRADE-MARK IS PLACED UPON EVERY GENUINE SPALDING ARTICLE. ACCEPT NO SUBSTITUTE.

Spalding New and Improved Jerseys

Following sizes carried in stock regularly in all qualities : 28 to 44 inch chest.
Other sizes at an advanced price.

We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



Nos. 1P, 10P, 12P



No. 1P. Full regular made; that is, fashioned or knit to exact shape on the machine and then put together by hand, altogether different from cutting them out of a piece of material and sewing them up on a machine as are the majority of garments known as Jerseys. Made of special quality worsted. Solid colors: Navy Blue, Black, Maroon and Gray. Each, **\$4.00**

No. 10P. Solid colors, worsted, fashioned; same colors as No. 1P. Each, **\$3.00**

No. 12P. Worsted; colors as No. 1P. **2.50**

No. 12PB. Boys' Jersey. Worsted same quality as No. 12P, but in sizes 26 to 36 inches chest measurement only. Colors: Black, Navy Blue, Gray or Maroon; no special orders. Each, **\$2.00**

No. 6. Cotton, good quality, fashioned, roll collar and full length sleeves. Colors: Black, Navy Blue, Gray and Maroon only. Each, **\$1.00**

No. 6X. Cotton, same as No. 6, but with striped sleeves in following combinations only: Navy with White or Red stripe; Black with Orange or Red stripe; Maroon with White stripe. Each, **\$1.25**

Special Notice *We will furnish any of the above solid color Jerseys, except Nos. 6 and 6X, with one color body and another color (not striped) collar and cuffs in stock colors only at no extra charge.*

WOVEN LETTERS, NUMERALS OR DESIGNS

We weave into our best grade Jerseys, No. 1P, Letters, Numerals and Designs in special colors as desired. Prices quoted on application. Designs submitted.

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Spalding Coat Jerseys

Following sizes carried in stock regularly in all qualities: **28 to 44 inch chest.** Other sizes at an advanced price. ¶ We allow two inches for stretch in all our Jerseys, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit. ¶ Any other combinations of colors or different width trimming or stripe to order only and at advanced price.

Quotations on application.



Nos. 10C and 12C

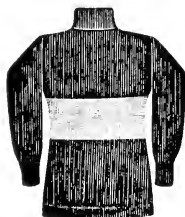
The Spalding Coat Jerseys are made of the same worsted yarn from which we manufacture our better grade Jerseys, Nos. 10P and 12P, and no pains have been spared to turn them out in a well made and attractive manner. Colors: Solid Gray; Gray trimmed Navy; Gray trimmed Cardinal; Gray trimmed Dark Green. Pearl buttons. No. 10C. Same grade as our No. 10P. **\$3.50** No. 12C. Same grade as our No. 12P. **3.00** No. 10CP. Pockets, otherwise same as No. 10C. Each, **\$4.00**



No. 10CP

Spalding Striped and V-Neck Jerseys

No. 10PW. Good quality worsted, same grade as No. 10P. Solid color sleeves, 6-inch stripe around body. Colors: Black and Orange; Navy and White; Black and Red; Gray and Cardinal; Gray and Royal Blue; Royal Blue and White; Columbia Blue and White; Scarlet and White; Black and Royal Blue; Navy and Cardinal; Maroon and White. Second color mentioned is for body stripe. **\$3.25**



Nos. 10PW and 12PW



No. 12PV

No. 12PW. Worsted, with solid color sleeves and 6-in. stripe around body. Colors, same as No. 10PW **\$2.75**

No. 10PX. Good quality worsted, fashioned; solid color body, with alternate striped sleeves, usually two inches of same color as body, with narrow stripe of any desired color. Combinations of colors as No. 10PW. **\$3.25**



Nos. 10PX and 12PX

No. 12PV. Worsted, solid colors, has V-neck instead of full collar as on regular Jerseys. Colors: Navy Blue, Black, Maroon and Gray.

Each, **\$2.75**

No. 12PX. Worsted, solid color body, with alternate striped sleeves. Same arrangement and assortment of colors as No. 10PW. Each, **\$2.75**

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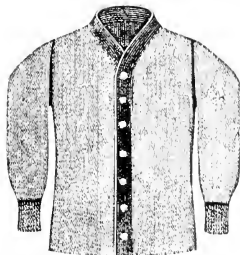


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Spalding Jacket Sweaters

Sizes 28 to 44 inch chest measurement. We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.



No. VG. Showing special trimmed edging and cuffs supplied, if desired on jacket sweaters at no extra charge.



No. VGP

Button Front

No. VG. Best quality worsted, heavy weight, pearl buttons. Made in Gray, White and Dark Brown Mixture only.

Each, \$6.00

No. DJ. Fine worsted, standard weight, pearl buttons, fine knitted edging. Made in Gray, White and Sage Gray only.

Each, \$5.00

No. 3J. Standard weight wool, shaker knit, pearl buttons. In Gray or White only.

Each, \$4.50

With Pockets

No. VGP. Best quality worsted, heavy weight, pearl buttons. Made up in Gray or White only. Made with pocket on either side and a particularly convenient and popular style for golf players.

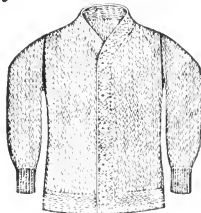
Each, \$7.00

Spalding Vest Collar Sweaters



No. BG. Best quality worsted, good weight. Gray or White only, with extreme open or low neck. Each, \$5.50

Boys' Jacket Sweater



No. 3JB. This is an all wool jacket sweater, with pearl buttons; furnished in Gray only, and sizes from 30 to 36 inch chest measurement. Each, \$3.00

SPECIAL NOTICE—We will furnish any of the above solid color sweaters with one color body and another color (not striped) collar and cuffs in stock colors only at no extra charge. This does not apply to the No. 3JB Boys' Sweater

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Spalding "Highest Quality" Sweaters



Colors: White, Navy Blue, Black, Gray, Maroon and Cardinal. Other colors to order. Prices on application. All made with 9-inch collars; sizes, 28 to 44 inches.

We allow four inches for stretch in all our sweaters, and sizes are marked accordingly. It is suggested, however, that for very heavy men a size about two inches larger than coat measurement be ordered to insure a comfortable fit.

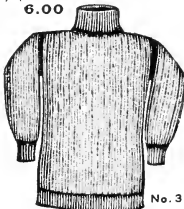
WORSTED SWEATERS. Made of special quality wool, and exceedingly soft and pleasant to wear. They are full fashioned to body and arms and put together by hand, not simply stitched up on a machine as are the majority of garments sold as regular made goods. The various grades in our "Highest Quality" Sweaters are identical in quality and finish, the difference in price being due entirely to variations in weight. Our No. AA Sweaters are considerably heavier than the heaviest sweaters ever knitted and cannot be furnished by any other maker, as we have exclusive control of this special weight.

No. AA. The proper style for use after heavy exercise, inducing copious perspiration for reducing weight or getting into condition for athletic contests. Particularly suitable for Foot Ball and Skating. Heaviest sweater made. Each, **\$8.00**
No. A. "Intercollegiate," special weight. **6.00**
No. B. Heavy weight. Each, **\$5.00**

Spalding Shaker Sweater

We introduced this wool sweater to fill a demand for as heavy a weight as our "Highest Quality" grade, but at a lower price, and after much experimenting, we are in a position to offer it in the following colors only: Black, Navy Blue, Maroon, Gray or White. Sizes 30 to 44 inches.

No. 3. Standard weight, slightly lighter than No. B. Each, **\$3.50**



No. 3



Front View



Back View

Spalding Combined Knitted Muffler and Chest Protector

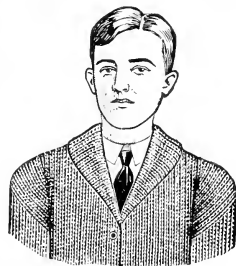
No. M. Made of special weight, highest quality worsted in solid colors. Gray, Dark Brown Mixture, and Sage Gray to match our sweaters.

Each, **\$1.00**

Spalding "Winter Sports" Sweater



No. WJ. For Skating, Hockey, Tobogganing, Snow Shoeing, tramping during cold weather; in fact, for every purpose where a garment is required that will really give protection from the cold, and that at the same time may be changed to the most comfortable and convenient kind of a button front sweater by simply turning down the collar. Made in Gray only, in highest quality special heavy weight worsted. Sizes, 28 to 44 inches. Each, **\$7.50**



SPECIAL NOTICE—We will furnish any of the above solid color sweaters with one color body and another color (not striped) collar and cuffs in stock colors only at no extra charge.

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**Spalding
Elastic Supporters**



No. 2. With elastic pieces on side. Each, **50c.**



No. 3. Same as No. 2, but open mesh front. **50c.**

Spalding Supporters



No. 1. Best Canton flannel, one in box. **25c.**

No. X. Same as No. 1, but cheaper in quality. Each, **20c.**



No. A. Spalding Swimming supporter. For water polo, bathing and swimming. Fastened with one button; no elastic. Each, **50c.**

**Suspensories
THE "SPALDING STYLE"**



No. 70. Non-elastic bands, knitted sack. Each, **25c.**

No. 71. Elastic buttock bands, knitted sack. Each, **35c.**

No. 72. Elastic bands, knitted sack. **50c.**

No. 73. Elastic bands, silk sack. Each, **75c.**

No. 76. Silk bands, finest silk sack. **\$1.25**

"OLD POINT COMFORT" STYLE

No. 2. Lisle thread sack. **\$1.00**

No. 3. Fine silk sack, satin trimmings. Each, **\$1.25**

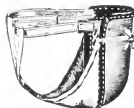
No. 4. Silk bands, satin trimmings, finest silk sack. Each, **\$1.50**

**BIKE
JOCKEY
STRAP
SUSPENSORY**



No. 5. Forcyclists, athletes, base ball, foot ball, tennis players, etc. All elastic; no buckles. Clean, comfortable and porous. Three sizes: Small, to fit waist 22 to 28 in.; Medium, 30 to 38 in.; Large, 40 to 48 in. Each, **75c.**

**Spalding Leather
Abdomen Protector**



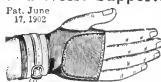
Made heavy sole leather, well padded, with quilted lining and non-elastic bands, with buckles at side and elastic at back. The most satisfactory and safest protector for boxing, hockey, foot ball, etc. No other supporter necessary with this style. No. S. Each, **\$3.00**

**Spalding Wire
Abdomen Protector**



Made of heavy wire, and well padded with wool fleece and chamois. Complete with leather belt and other necessary straps for fastening. A very strong and safe protector. To be used with any of our regular supporters or suspensories. No. 4. Each, **\$2.00**

**Spalding Combination
Foot Ball Glove
and Wrist Supporter**



Designed by H. B. Conibear. Back of the hand is protected by a piece of sole leather, and any strain to wrist is avoided by leather strap supporter which forms the upper part of the glove. The glove does not interfere with the free use of hand, and those in use last season were highly commended by players. Made for right or left hand. No. 1. Each, **\$1.25**

**Spalding Leather
Wrist Supporters**

No. 50. Grain leather, lined, single strap-and-buckle. Each, **20c.**



No. 100. Solid belt leather, tan or black, single strap-and-buckle. Each, **25c.**

No. 200. Solid belt leather, in tan or black, double strap-and-buckle. Each, **40c.**



No. 300. Solid belt leather, tan or black, laced fastening. **25c.**

No. 400. Genuine pigskin, nicely lined, in improved English slitted style. **50c.**



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**THE SPALDING
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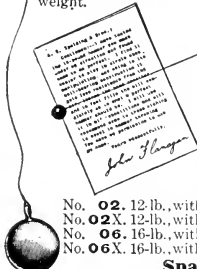


**TRADE-MARK
ACCEPT NO
SUBSTITUTE**

THE SPALDING TRADE-MARK IS PLACED UPON EVERY GENUINE SPALDING ARTICLE. ACCEPT NO SUBSTITUTE.

The Spalding Championship Hammer

with Ball Bearing Swivel, originally designed by John Flanagan, has been highly endorsed only after repeated trials in championship events. The benefits of the ball bearing construction will be appreciated by all hammer throwers. Guaranteed absolutely correct in weight.



JOHN FLANAGAN,
16-lb. Hammer
Thrower.

- No. 02. 12-lb., with sole leather case. \$7.50
No. 02X. 12-lb., without sole leather case. 5.50
No. 06. 16-lb., with sole leather case. 7.50
No. 06X. 16-lb., without sole leather case. 5.50

Spalding

New Regulation Hammer

With Wire Handle—Guaranteed Correct in Weight

- No. 9. 12-lb., lead, practice. Each, \$4.50
No. 10. 16-lb., lead, regulation. " 5.00
No. 12. 8-lb., iron, juvenile. " 2.50
No. 14. 12-lb., iron, practice. " 3.50
No. 15. 16-lb., iron, regulation. " 3.75

Extra Wire Handles—For Above Hammers

- No. FH. Improved design, large grip, heavy wire. Each, 75c.

Spalding Regulation 56-lb. Weight

Made after model submitted by Champion J. S. Mitchel, and endorsed by all weight throwers. Packed in box and guaranteed correct in weight and in exact accordance with rules of A. A. U.

No. 2. Lead 56-lb. weights.

Complete, \$12.00

Spalding Rubber Covered Indoor Shot

(Patented December 19, 1906)

This shot is made according to scientific principles, with a rubber cover that is perfectly round; gives a fine grip, and has the proper resiliency when it comes in contact with the floor; will wear longer than the ordinary leather covered, and in addition there is no possibility that the lead dust will sift out, therefore it is always full weight.

- No. P. 16-lb., \$10.00 | No. Q. 12-lb., \$9.00

Spalding Indoor Shot, with our improved leather cover. Does not lose weight, even when used constantly.

- No. 3. 12-lb., Each, \$7.00
No. 4. 16-lb., " 7.50
No. 26. 8-lb., " 5.00

Spalding Regulation Shot, Lead and Iron

Guaranteed Correct in Weight

- No. 19. 16-lb., lead. Each, \$3.50
No. 21. 12-lb., lead. " 3.00
No. 23. 16-lb., iron. " 1.75
No. 25. 12-lb., iron. " 1.50
No. 18. 8-lb., iron. " 1.25

Spalding Olympic Discus

Since the revival of Discus Throwing, at the Olympic Games, at Athens, in 1896, the Spalding Discus has been recognized as the Official Discus, and is used in all competitions because it conforms to the official rules, and is the same as used at Athens, 1906, and London, 1908. Packed in sealed box, and guaranteed absolutely correct. \$5.00



Spalding Youths' Discus

Officially adopted by the Public Schools Athletic League

For the use of the more youthful athletes we now make a special Discus smaller in size and lighter in weight than the regulation Discus, but made in accordance with official specifications. Price, \$4.00

Foster's Patent Safety Hurdle

The frame is 2 feet 6 inches high, with a wooden hurdle 2 feet high, swinging within the frame on steel bolts, the swinging joint being 6 inches from one side and 18 inches from the other. With the short side up it measures 2 feet 6 inches from the ground, and with the long side up, 3 feet 6 inches. The hurdle can be changed from one height to the other in a few seconds, and is held firmly in either position by a thumb-screw. It would be hard to conceive any device more simple or more easily handled than this. It has met with the approval of the best known physical directors and trainers of the country.

Single Hurdle, \$3.50

Per Set of Forty Hurdles, \$100.00



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**THE SPALDING
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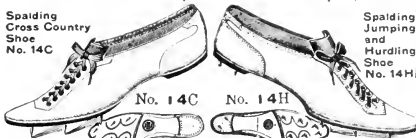
**TRADE-MARK
ACCEPT NO
SUBSTITUTE**

THE SPALDING TRADE-MARK IS PLACED UPON EVERY GENUINE SPALDING ARTICLE. ACCEPT NO SUBSTITUTE.

Spalding Running, Jumping and Hurdling Shoes



No. 2-0. This Running Shoe is made of the finest Kangaroo leather; extremely light and glove fitting. Best English steel spikes firmly fastened in place. Pair, **\$6.00**
No. 10. Finest Calfskin Running Shoe; light weight, hand-made, six spikes. Per pair, **\$5.00**
No. 11T. Calfskin Running Shoe, machine made, solid leather tap sole holds spike firmly in place. Pair, **\$4.00**
No. 11. Calfskin Running Shoe, machine made. 3.00
No. 12. Leather Running Shoe, complete with spikes, furnished in sizes 1 to 6 only. Per pair, **\$2.50**



No. 14C. Cross Country Shoe, finest Kangaroo leather; low broad heel, flexible shank, hand sewed, six spikes on sole; with or without spikes on heel. Per pair, **\$6.00**
No. 14H. Jumping and Hurdling Shoe; fine Kangaroo leather, hand-made, specially stiffened sole, and spikes in heel placed according to latest ideas to assist the jumper. Pair, **\$6.00**
No. 14J. Calfskin Jumping Shoe, partly machine-made; spikes correctly placed. Per pair, **\$4.50**

Spalding Indoor Running Shoes Made with or without Spikes
No. 111. Fine leather, rubber tipped sole, with spikes. **\$4.00**
No. 112. Leather shoe, special corrugated rubber tap sole, no spikes. Per pair, **\$3.00**
No. 114. Leather shoe, rubber tipped, no spikes. 2.50



Spalding Indoor Jumping Shoes Made with or without Spikes
No. 210. Hand-made, best leather, rubber soles. **\$5.00**
 Rubber Soled Gymnasium Shoes Listed on Page 56

Spalding Running Pants

No. 1. White or Black Sateen, fly front, lace back. Pair, **\$1.25**
No. 2. White or Black Sateen, fly front, lace back. Pair, **\$1.00**
No. 3. White or Black Silesia, fly front, lace back. Pair, **75c.**
No. 4. White or Black Silesia, fly front, lace back. Per pair, **50c.**
 Silk Ribbon Stripes down sides of any of these running pants **25c.** per pair extra.
 Silk Ribbon Stripe around waist on any of these running pants **25c.** per pair extra.
 Suitable Sleeveless and Quarter Sleeve Shirts Listed on Page 55

Spalding Athletic Grips
No. 1. Made of selected cork and shaped to fit the hollow of the hand. Per pair, **15c.**

Spalding Special Grips—With Elastic
No. 2. Best quality cork, with elastic bands to hold on hand when starting without necessity for gripping. Pair, **20c.**

Spalding Protection for Running Shoe Spikes
No. N. Thick wood, shaped and perforated to accommodate spikes of running shoes. A convenience for runners. Pair, **50c.**

Spalding Chamois Pushers
No. 5. Fine chamois skin, to be used with running, walking, jumping and other athletic shoes. Per pair, **25c.**

Competitors' Numbers

	Printed on heavy Manila paper or strong Linen.
	MANILA LINEN
4 No. 1. 1 to 50. Set, \$.50 \$2.50
No. 2. 1 to 75. "	.75 3.75
No. 3. 1 to 100. "	1.00 5.00
No. 4. 1 to 150. "	1.50 7.50
No. 5. 1 to 200. "	2.00 10.00
No. 6. 1 to 250. "	2.50 12.50

For larger meets we supply Competitors' Numbers on Manila paper only in sets as follows:

No.	PER SET	No.	PER SET
7. 1 to 300.	\$3.00	16. 1 to 1200.	\$12.00
8. 1 to 400.	4.00	17. 1 to 1300.	13.00
9. 1 to 500.	5.00	18. 1 to 1400.	14.00
10. 1 to 600.	6.00	19. 1 to 1500.	15.00
11. 1 to 700.	7.00	20. 1 to 1600.	16.00
12. 1 to 800.	8.00	21. 1 to 1700.	17.00
13. 1 to 900.	9.00	22. 1 to 1800.	18.00
14. 1 to 1000.	10.00	23. 1 to 1900.	19.00
15. 1 to 1100.	11.00	24. 1 to 2000.	20.00

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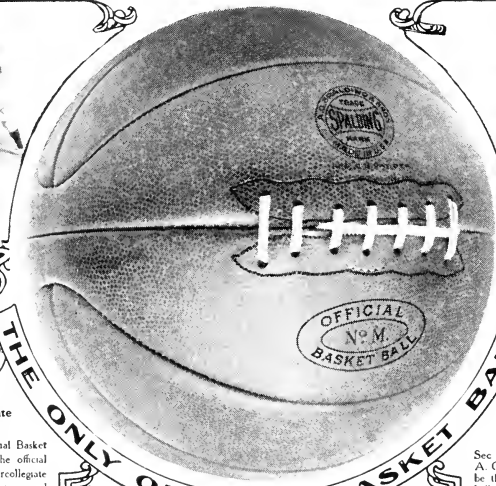

**THE SPALDING
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**TRADE-MARK
ACCEPT NO
SUBSTITUTE**

THE SPALDING TRADE-MARK IS PLACED UPON EVERY GENUINE SPALDING ARTICLE. ACCEPT NO SUBSTITUTE.

THE SPALDING "OFFICIAL" BASKET BALL

**Extract from
Official Collegiate
Rule Book**

The Spalding Official Basket Ball, No. M, is the official ball of the Intercollegiate Basketball Association, and

**OFFICIAL
No. M
BASKET BALL**

must be used in all match games.

Extract from Men's Official Rule Book

RULE II—BALL

Sec. 3 The ball made by A. G. Spalding & Bros. shall be the official ball.

**OFFICIAL
No. M
BASKET BALL**

Sec. 4 The official ball must be used in all match games.

**Extract from
Women's Official
Rule Book**

RULE II—BALL

Sec. 3 The ball made by A. G. Spalding & Bros. shall be the official ball. Official balls will be stamped as herewith, and will be in sealed boxes.

**OFFICIAL
No. M
BASKET BALL**

Sec. 4 The official ball must be used in all match games.

OFFICIALLY adopted and standard. The cover is made in four sections, with capless ends and of the finest and most carefully selected pebble grain English leather. We take the entire output of this superior grade of leather from the English tanners, and in the Official Basket Ball use the choicest parts of each hide. The bladder is made specially for this ball of extra quality Para rubber. Each ball packed complete, in sealed box, and guaranteed perfect in every detail. To provide that all official contests may be held under absolutely fair and uniform conditions it is stipulated that this ball must be used in all match games of either men's or women's teams.

No. M. Spalding "Official" Basket Ball. Each, \$6.00

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THE SPALDING
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REG. U. S. PAT. OFF.

SPALDING

Official National League Ball

Is the Standard of the World

It is the Official League Ball

It is the Official League Ball

It is the Universally Adopted League Ball

It is the Best League Ball

IT HAS BEEN FORMALLY ADOPTED AS THE

Official Ball of the National League for over 30 Years

It has also been adopted as the Official Ball for all Championship Games
 by the following Professional Leagues:

EASTERN LEAGUE for 20 years

NEW ENGLAND LEAGUE for 20 years

NORTHERN LEAGUE for 5 years

WESTERN ASSOCIATION for 11 years

PACIFIC COAST LEAGUE for 5 years

INTER-STATE LEAGUE for 9 years

NEW YORK STATE LEAGUE for 11 years

CENTRAL LEAGUE for 5 years

COTTON STATES LEAGUE for 5 years

INDIANA, ILLINOIS and IOWA

LEAGUE for 7 years

and by 22 other Professional Leagues that have adopted the Spalding
 Official National League Ball from 1 to 4 years.

THE Spalding Official National League Ball was first adopted by the National League in 1878, and is the only ball that has been used in Championship League Games since that time. In the recent great World's Championship Games in Chicago between the Chicago Nationals and the Detroit Americans the Spalding Official National League Ball was used.

IN addition to the different American adoptions, the Spalding Official National League Ball has been made the official ball by the governing Base Ball Associations of Mexico, Cuba, Canada, Australia, South Africa, Great Britain, Philippine Islands, Japan, and, in fact, wherever Base Ball is played. The Spalding Official National League Ball has received this universal adoption because of its well established reputation for uniformity and high quality, but the special object of such adoptions, from the players' standpoint, is to secure absolute uniformity in a ball, that will prevent unfair "jockeying" with an unknown ball, and make National and International Base Ball contests possible, and at the same time make the records of players of value, and uniform throughout the world, which can only be secured by standardizing one well known ball.

The Spalding Official National League Ball

is used by Yale, Harvard, Princeton and all prominent college teams. The soldiers and sailors in the United States Army and Navy use it exclusively. In fact, the Spalding League Ball is in universal use wherever Base Ball is played.

Once in a while a minor league will experiment for a short time with some other ball, but invariably returns to the Spalding Official National League Ball, which has now become universally recognized

The Standard of the World

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Durand-Steel Lockers

WOODEN LOCKERS are objectionable because they attract vermin, absorb odors, can be easily broken into, and are dangerous on account of fire. Lockers made from wire mesh or expanded metal afford little security, as they can be easily entered with wire cutters. Clothes placed in them become covered with dust and the lockers themselves present a poor appearance, resembling animal cages.

Durand-Steel Lockers are made of high-grade steel plates, and are finished with gloss-black Furnace baked Japan (400°), comparable to that used on hospital ware, which will never flake off nor require refinishing, as do paints and enamels.

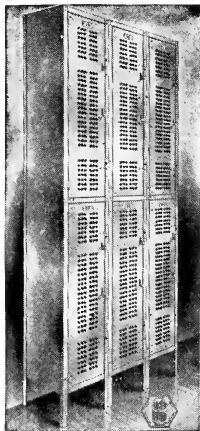
Durand-Steel Lockers are usually built with doors perforated full length in panel design, with sides and backs

solid. This prevents clothes in one locker from

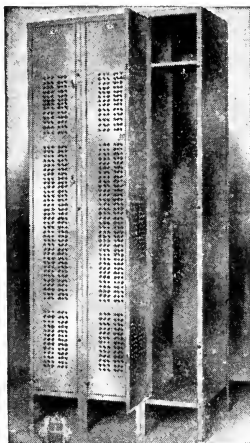
coming in contact with wet garments in adjoining lockers, while plenty of ventilation is secured by having the door perforated its entire length, but if the purchaser prefers we perforate the backs also.

The cost of Durand-Steel Lockers is no more than that of first-class wooden lockers, and they last as long as the building, are sanitary, secure, and in addition, are fire-proof.

We are handling lockers as a special contract business, and shipment will in every case be made direct from the factory in Chicago. If you will let us know the number of lockers, size, and arrangement, we shall be glad to take up through correspondence the matter of prices.



Six Lockers in Double Tier



Three Lockers in Single Tier

A. G. SPALDING & BROS.

Send for Complete Catalogue of
all Athletic Sports.

Stores in all large cities.
See inside cover page of this book.

THE following index from Spalding's latest Catalogues will give an idea of the great variety of Athletic Goods manufactured by A. G. Spalding & Bros.

<p>Ankle Brace, Skate Archery Ash Bars Athletic Library Attachments, Chest Weight</p> <p>Bags, Bathing Suit Bags, Caddy Bags, Cricket Bags, Uniform Balls, Base Balls, Basket Ball Cleaner, Golf Balls, Cricket Balls, Golf Balls, Playground Balls, Squash Balls, Tennis Bandages, Elastic Bar Bells Bar Stalls Bars, Parallel Bases, Base Ball Bases, Indoor Basket Ball Wear Bathing Suits Bats, Base Ball Bats, Cricket Bats, Indoor Batting Cage, Base Ball Belts Bladders, Basket Ball Bladders, Foot Ball Bladders, Striking Bags Blades, Fencing Blouses, Umpire Boxing Gloves</p> <p>Caddy Badges Caps, Base Ball Caps, University Caps, Skull Center Forks, Iron Center Straps, Canvas Chest Weights Coats, Base Ball Collars, Swimming Combination Uniforms Corks, Running Cricket Goods Croquet Goods Cross Bars</p> <p>Discus, Olympic Discs, Marking Discs, Rubber Golf Disks, Striking Bag Dumb Bells</p> <p>Emblems Equestrian Polo Exerciser, Home Exhibition Clubs</p> <p>Fencing Sticks Field Hockey Finger Protection Flags, College Flags, Marking Fois, Fencing Foot Balls, Association Foot Balls, Rugby Foot Ball Goal Nets Foot Ball Timer Foul Flags</p>	<p>Gloves, Base Ball Gloves, Cricket Gloves, Fencing Gloves, Golf Gloves, Handball Gloves, Hockey Glove Softener Goals, Basket Ball Goal Cage, Polo Goals, Foot Ball Goals, Hockey Golf Clubs Golf Counters Golfette Grips, Athletic Grips, Golf Guy Ropes and Pegs Gymnasium, Home Gymnasium Board, Home</p> <p>Hammers, Athletic Handballs Handle Cover, Rubber Hangers for Indian Clubs Hats, University Head Harness Health Fall Hob Nails Hockey Sticks Hole Cutter, Golf Hole Rim, Golf Horizontal Bars Hurdles, Safety</p> <p>Indoor Base Ball Indian Clubs Inflators, Foot Ball Inflators, Striking Bag</p> <p>Jackets, Fencing Jackets, Foot Ball Jackets, Swimming Jerseys</p> <p>Knee Protectors Knickerbockers, Foot Ball</p> <p>Lace, Foot Ball Lanes for Sprints Lawn Bowls Leg Guards, Cricket Leg Guards, Foot Ball Leg Guards, Hockey Leg Guards, Polo Letters, Embroidered Letters, Woven Lockers, Durand-Steel</p> <p>Mallet, Cricket Markers, Tennis Masks, Base Ball Masks, Fencing Masks, Nose Masseur, Abdominal Mattresses Medicine Balls Megaphones Mitts, Base Ball Mitts, Handball Mitts, Striking Bag Moccasins Mouthpiece, Foot Ball Needle, Lacing Nets, Tennis Net, Volley Ball Numbers, Competitors</p>	<p>Pad, Chamois, Fencing Pads, Foot Ball Paint, Golf Pants, Base Ball Pants, Basket Ball Pants, Boys' Knee Pants, Foot Ball Pants, Hockey Pants, Roller Polo Pants, Running Pistol, Starter's Plastrons, Fencing Plates, Base Ball Shoe Plates, Home Plates, Marking Plates, Pitchers' Box Plates, Teeing Platforms, Striking Bag Poles, Ski Poles, Vaulting Polo, Roller, Goods Protector, Abdomen Protector, Elbow Protector, Polo Protection for Running Shoes Pucks, Hockey Push Ball Pushers, Chamois Puttees, Golf</p> <p>Quantity Prices Quoits</p> <p>Racket Covers Rackets, Lawn Tennis Racket Presses Rackets Restring Rapiers Reels for Tennis Posts Relievers' Horns Relievers' Whistle Rings, Exercising Rings, Swinging Rowing Machines Rogue</p> <p>Scabbards for Skates Score Board, Golf Score Books, Base Ball Score Books, Basket Ball Score Books, Cricket Score Books, Golf Score Books, Tennis Scoring Tablets, Base Ball Seven-Foot Circle Shin Guards, Association Shin Guards, Rugby Shin Guards, Hockey Shin Guards, Polo Shirts, Base Ball Shirts, Basket Ball Shirts, Sleeveless Shoes, Base Ball Shoes, Basket Ball Shoes, Bowling Shoes, Cross Country Shoes, Cricket Shoes, Fencing Shoes, Foot Ball, Association Shoes, Foot Ball, Rugby Shoes, Golf Shoes, Gymnasium Shoes, Jumping Shoes, Running</p>	<p>Shoes, Skating Shoes, Squash Shoes, Tennis Shot, Indoor Shot, Massage Skate Bags Skates, Hockey Skate Holders Skates, Ice Skates, Racing Skates, Rink, Ice Skate Rollers Skates, Roller Skates, Tubular Skate Straps Skis Sleeve Bands, College Slippers, Bathing Snow Shoes Squash Goods Standards, Vaulting Standards, Volley Ball Starters' Pistol Steel Cable Sticks, Polo Stockings Stop Boards Striking Bags Studs, Golf Stumps and Bails Suits, Union, Foot Ball Supporters Supporters, Ankle Supporters, Wrist Suspensories Sweaters Swimming Suits Swivel Striking Bags Swords, Fencing Swords, Duelling Tackling Machine Take off Board Tapes, Adhesive Tapes, Marking Tapes, Measuring Tees, Golf Tennis Posts Tether Tennis Tights Toboggans Toboggan Cushions Toboggan Toe Caps Toe Boards Toques Trapeze, Adjustable Trapeze, Single Trousers, Y. M. C. A. Trunks, Bathing Trunks, Velvet Trunks, Worsted Umpire Indicator Uniforms, Base Ball Varnish for Gut Volley Balls Water Polo Ball Wands, Calisthenic Watches, Stop Water Wings Weights, 50-lb. Whistles, Relievers' Whitely Exerciser Wrist Machine</p>
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THE SPALDING TRADE-MARK

PROTECTS
THE
CONSUMER

AND

PREVENTS
FRAUDULENT
SUBSTITUTION

**The Nondescript
Manufacturer
says to the
Dealer :**

"Why pay 15 to 20 per cent. more for Spalding Trade Marked Athletic Goods, when I am prepared to furnish you 'Just as good' articles for so much less price?"



**The Substitute
Dealer says
to the Con-
sumer :**

"We are just out of the Spalding article asked for, but here is something 'Just as good' at 25 per cent. less price."

Spalding Cautions the Consumer

to make proper allowances for these "JUST AS GOOD" manufacturers and substitute-dealers' statements, but see to it that the **Spalding Trade-Mark** is on, or attached, to each Spalding Athletic article; for without this Trade-Mark they are not genuine Spalding Goods.

We are prompted to issue this Caution to users of Spalding's Athletic Goods, for the reason that many defective articles made and sold by these "Just as Good" manufacturers and dealers are returned to us as defective and unsatisfactory, and which the consumer, who has been thus deceived, has asked us to repair or replace under our broad Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace free of charge any such article which proves defective in material or workmanship; PROVIDED such defective article is returned to us, transportation prepaid, during the season in which it was purchased, accompanied by the name, address and a letter from the user explaining the claim.

A. C. Spalding & Bros.

Beware of the "Just as Good" manufacturer, who makes "appearance" first and "Quality" secondary, in order to deceive the dealer; and beware of the substitute-dealer, who completes the fraud by offering the consumer the "Just as Good" article when Spalding's Goods are asked for.

THE SPALDING TRADE-MARK

PROTECTS
THE
CONSUMER

AND

PRÉVENTS
FRAUDULENT
SUBSTITUTION

Who are A.G. Spalding & Bros.?

ALBERT G. and J. WALTER SPALDING commenced business March 1st, 1876, at Chicago, under the firm name of A. G. Spalding & Bro., with a small capital. Two years later their brother-in-law, William T. Brown, came into the business, and the firm name was then changed to A. G. Spalding & Bros.

The business was founded on the Athletic reputation of Mr. A. G. Spalding, who acquired a national prominence in the realm of Sport, as Captain and Pitcher of the Forest City's of Rockford, Ill. (1865-70), the original Boston Base Ball Club (Champions of the United States, 1871-75), and the Chicago Ball Club (1876-77), first Champions of the National League. He was also one of the original organizers, and for many years a director, of the National League of America, the premier Base Ball organization of the world. Mr. Spalding has taken an important part in Base Ball affairs ever since it became the National Game of the United States at the close of the Civil War in 1865. The returning veterans of that War, who had played the game as a camp diversion, disseminated this new American field sport throughout the country, and thus gave it its national character.

Base Ball Goods were the only articles of merchandise carried the first year. Gradually implements and accessories of Athletic Sports were added, until the firm now manufactures the requisites for all kinds of Athletic Sports. Originally the firm contracted for its supplies from outside manufacturers, but finding it impossible, by this method, to keep the standard of quality up to its high ideals, it gradually commenced the manufacture of its own goods, and by the acquisition from time to time of various established factories located in different parts of the country, is now able

to and does manufacture in its own factories everything bearing the Spalding Trade-Mark, which stands the world over as a guarantee of the highest quality.



There are over three thousand persons employed in various capacities in A. G. Spalding & Bros.' factories and stores located in all the leading cities of the United States, Canada and England. A capital of over \$4,000,000 is employed in carrying on this business, and the annual sales exceed the total combined annual sales of all other manufacturers in the world making similar lines of goods.

A. G. Spalding & Bros. have always taken a leading part in the introduction, in the encouragement and in the support of *all new Sports and Games*, and the prominence attained by Athletic Sports in the United States is in a very great measure due to the energy, to the enterprise and to the liberality of this progressive concern. This firm was the pioneer and, in fact, the founder of the Athletic Goods Trade in America, and is now universally recognized as the undisputed Leader in the Athletic Goods line throughout the world.

The late Marshall Field of Chicago, America's greatest Merchant, speaking of the business of A. G. Spalding & Bros., said: "I am familiar with its early career, growth and development, and when I compare its unpromising outlook and the special field for its operations that existed at its inception in 1876, with its present magnitude, I consider it one of the most remarkable mercantile successes of the world."

The millions of Athletes using them and the thousands of dealers selling them, attest to the High Quality of Spalding's Athletic Goods, and they must determine the future history of this concern.

A.G. Spalding & Bros.

are the leading manufacturers
of Athletic Goods in the world.

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ATHLETIC LEAGUE

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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



ST. LOUIS, 1904



GRAND PRIX



PARIS, 1900

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ARE THE STANDARD OF THE WORLD

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PHILADELPHIA	ST. LOUIS
BOSTON	CINCINNATI
BALTIMORE	CLEVELAND
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PITTSBURG	KANSAS CITY
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